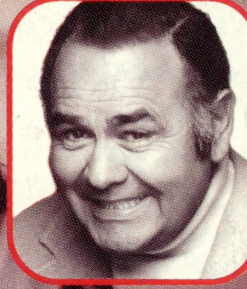
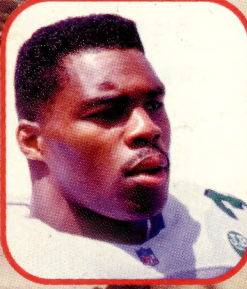
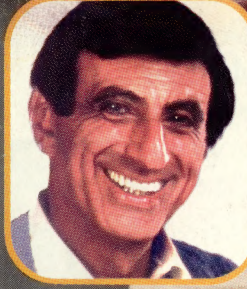
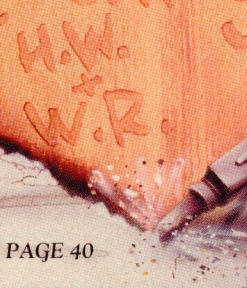
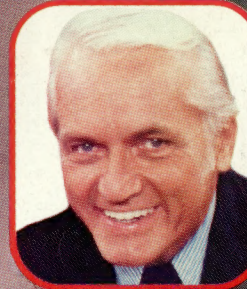
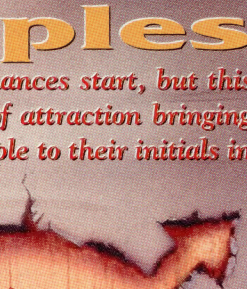
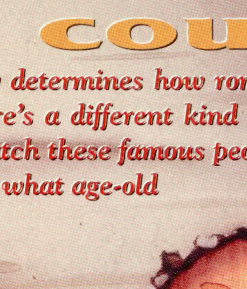
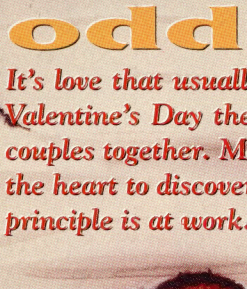


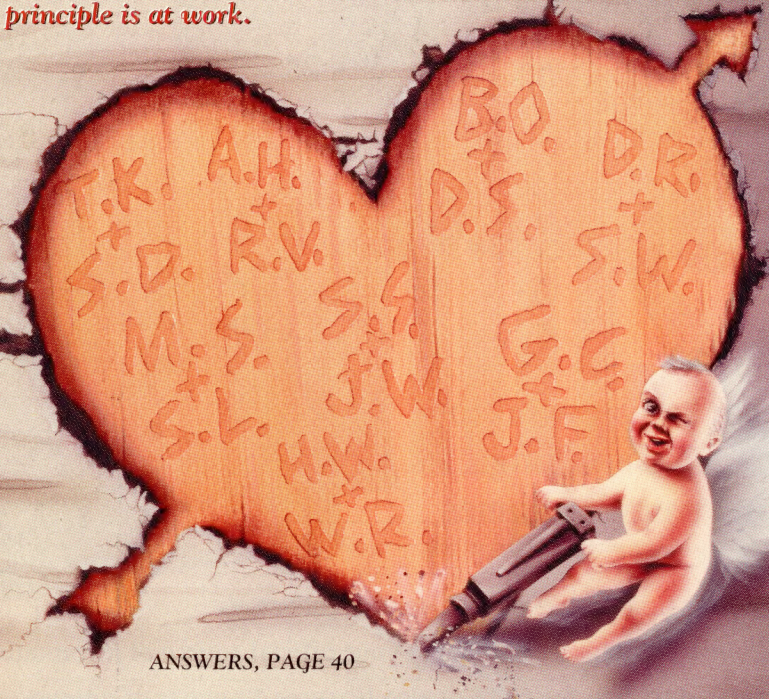
POP-OUT JIGSAW PUZZLE! p.18

GAMES



odd couples

It's love that usually determines how romances start, but this Valentine's Day there's a different kind of attraction bringing couples together. Match these famous people to their initials in the heart to discover what age-old principle is at work.



ANSWERS, PAGE 40



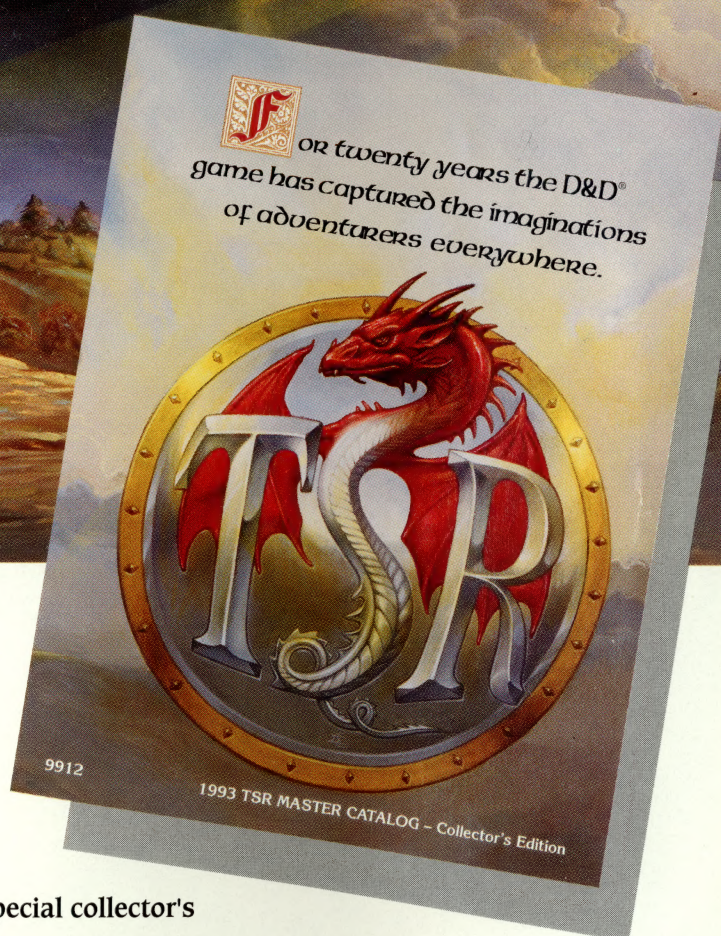
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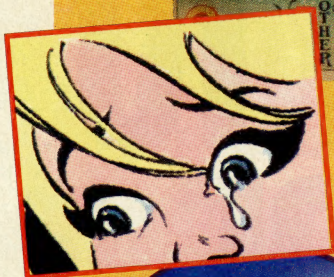
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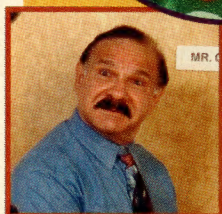
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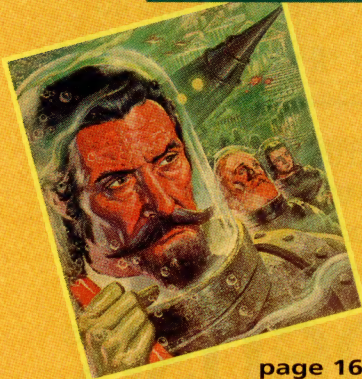
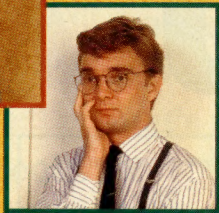
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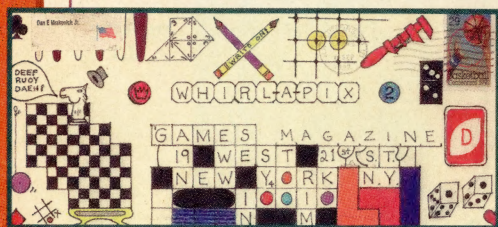
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LETTERS

ENVELOPE OF THE MONTH



Dan Mrakovich Jr.
Hershey, PA

GAMES JUNIOR?

Last summer I was anticipating the birth of my first child. As soon as the August *GAMES* appeared in the mailbox, I put it in my hospital bag so I'd be sure to have a special treat for my stay. When I eventually went into labor, the pain was worse than I'd expected and I spent the entire six hours in the bed trying to relax. My husband was bored until I told him he could look at my *GAMES*. That was one of the worst mistakes I have ever made! He became totally preoccupied with the crossword puzzles and word games. Then during an especially painful contraction, as I looked to him for comfort, he offered his left hand (while his right was holding a pencil) without even lifting his eyes from the page! I told him not to bother and that he might as well take the *GAMES* and go home. Reluctantly, he set the magazine aside and apologized. Shortly afterward our daughter, Karleen, was born.

Although I have less spare time now, I still use it to enjoy your magazine. We look forward to the day Karleen can help us with the crosswords. However, if I have any more children, the magazine will have to stay at home!

Paula Stevens
Osceola, WI

Take the magazine—leave hubby at home!—Ed.

PACK RAT PARADISE

In 1982 I got a pair of cardboard 3-D glasses at 7-11 to watch a movie on TV. After the movie was over, I started to throw the glasses away, but then I thought to myself, "Hmmm ... these seem like something that crazy *GAMES* magazine may ask for some day," so I put them away.

When I opened my October issue of *GAMES* to the Nationwide Scavenger Hunt III and saw item #28, I knew this

was the contest I had been waiting ten years for!!!

Dorothy Townsend
Worcester, MA

IN THE HUNT

Another great scavenger hunt! My 5-year-old son got our first item—the baseball card with the capless player—within seconds of our reading him the list. Other things took longer. My 3-year-old and 5-year-old and I spent three hours patiently waiting for the nice man at Aeromexico to give us an airline sickness bag. I thought he would think I was crazy, but when he finally had a break and could talk to us he said, "No problem. Someone else has already been here asking for one of these."

One of our most interesting finds was the raw umber crayon that is the wrong color. It says raw umber, but the box of crayons given to my kids was made in Malaysia and half the colors don't match their wrappers: Raw umber is green, silver is purple, yellow is orange, etc.

By the way, we met one of our best friends through your first scavenger hunt in 1983. We placed an ad in the paper that said, "Nah, nah, we got all the Scavenger items—we win!" This woman countered with an ad saying, "Don't be so sure—I got them all too!" After several teasing ads, we met for a scavengers' deprogramming meeting, and we've been friends ever since.

H. Asaki
Scottsdale, AZ

We received so many interesting stories about this year's Scavenger Hunt that we'll include more with the full contest report next issue.—Ed.

LAUNDRY

If a reader finds a significant error or a mistake that affects the play of a game or puzzle, and we agree that the slip needs laundering, we'll acknowledge the first or most entertaining letter and send the writer a *GAMES* T-shirt.

•**Flick of the Hand** (movie hands identification puzzle, December). More than 200 readers wrote us about one of our most glaring errors in a while. As Roseann Littell of Grand Rapids, MI, said, "I really hate to point accusing fingers, but you've been caught red-handed. Picture #1 is identified as *Beauty and the Beast*. NOT! One movie buff worth his

weight in popcorn knows Bob Hoskins's hand from *Who Framed Roger Rabbit*."

•**Gas, Food & Lodging** (roadside logo identification test, August). A tiger can't change its stripes, but *GAMES* editors can change theirs ... by mistake. John Maerke of Chevron informed us that we reversed the colors of his company's symbol: The blue stripe should be on top, the red on the bottom. To Chevron, our apologies. Tanks for filling us in.

•**Be Specific** (crossword, October). About a dozen readers thought we'd become un"ravel"ed with our clue to 71-Down, "*Shéhérazade* composer" (RAVEL). While it's true Rimsky-Korsakov wrote a well-known suite with the same name (*Scheherazade*—different spelling, no diacritics), Ravel composed the noteworthy piece we had in mind.

EUREKA

Eureka is the department dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than the one we gave.

•**On Broadway** (Broadway rebus, August). About 30 "playful" readers "showed off" by sending us titles to other Broadway shows in the scene. Mary Ann Linder of Eatontown, NJ, found *Baby* and *Redhead*. Gary Nygaard of Vadnais Heights, MN, and David LaRochelle of Columbia Heights, MN, contributed *Bent* (the bent bus stop sign) and *A Little Night Music*. And Jay Donner of Philadelphia, PA, suggested *No, No, Nanette*, combining the "No, No" sign and the nine people on the street (nonet!).

•**Sum of the Parts** (picture grouping puzzle, October). Tara Eaton of Orange, CA, offered a neat alternative for the grouping of C, L, and N. Our answer was BAND, HAND, and CRYSTAL, all parts of a WRISTWATCH. She used the same pictures to get PLAYERS, WAVE, and DIAMOND as parts of a BASEBALL GAME.

•**Animal Ladders** (word ladders, December Wild Cards). Bridget Copley of New Haven, CT, found a one-step-quicker ladder in PONY, POSY, POST, COST, COLT. If LIMN is considered a common word, R.B. Thompson of Woodstock, IL, cut four rungs off another ladder with LION, LIMN, LIMB, LAMB.

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Matthew Costello, Emily Cox, Martin
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Electronic Imaging David Rudes

Contributing Artists and Photographers

Keith Bendis, Kimberly Butler, Tom
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Eastern Regional Advertising Director

Joe Failla/Media Options
52 Yellow Brick Road
Wayne, NJ 07470
(201) 633-5950: Telephone
(212) 682-3925: New York
(201) 694-8371: Facsimile

Western Regional Advertising Director

Patric Donaghy
4017 24th Street, Suite 1
San Francisco, CA 94114
(415) 681-0262: Telephone
(800) 287-0262: California (9AM-5PM)
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Subscription Rate: \$17.97 for 6 issues in the U.S. and possessions,
\$22.97 in Canada, \$27.97 in all other countries (U.S. funds only).

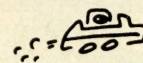
Editorial Correspondence: The Editor, GAMES, 19 West 21st
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- "Most certainly one of the most challenging games I
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- "See you in '93!"

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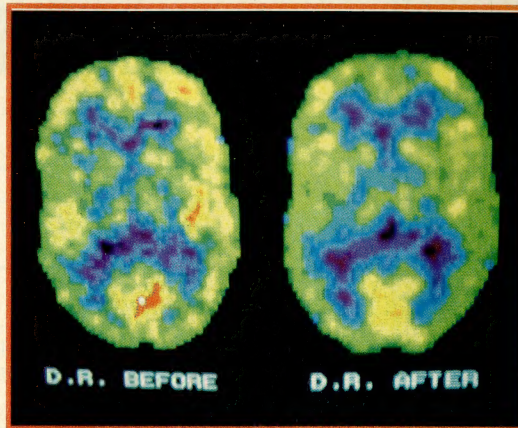
zip _____

PLAYING FOR SCIENCE

Can playing a computer game contribute to science? That's what eight college students found out when they took part in a brain function experiment last year at the University of California at Irvine.

Richard Haier, a psychiatry professor at the school's Brain Imaging Center, uses a technique called PET (positron emission tomography) to study how hard the brain works. A tiny amount of radioactive material is injected into a volunteer's head. After 30 minutes of mental activity, the subject is tested by a gamma-ray machine that uses the radioactive dye to create a color-coded image of the brain's metabolic activity. Hard-working brain cells show up red or yellow; more laid-back ones appear green or blue.

In Haier's first PET experiment, in 1988, he found that the subjects who performed best at abstract reasoning tasks were the ones who used the least brain energy. "Once we saw that, we started thinking in terms of brain efficiency," Haier says. "We wondered if



the brain can become more efficient."

Haier wanted a task that had to be learned over time. "I needed a computer game," he says. Tetris, in which the player rotates falling groups of squares to form solid rows, seemed ideal. "The game has simple rules but can be very complex, and the better you get the faster it goes. As far as we know, the ability to play isn't related to IQ."

Haier posted ads around campus asking for volunteers. They had to be

right-handed males with no history of brain disorders—and they had to be "Tetris virgins."

He chose eight volunteers, injected them, had them play the game for half an hour, and took a reading of their brains. Then, five days a week for the next month they held 30-minute Tetris workouts. Finally, they were again injected and then brain-scanned after playing.

"The first time they played they'd get about seven lines completed," Haier says. "With the practice, they'd get 100,

and the game would be going so fast you could scarcely believe anyone could play it." But the PET scan showed that they used less brain energy to complete 100 lines than to complete seven. And the greatest drop was shown by the subjects with the highest IQs.

There was no drop, though, in the volunteers' enthusiasm for the game. "They all got paid, and I'm sure some of them used part of the money to buy Tetris for themselves." ■ —Minda Zetlin

GAMEFULLY EMPLOYED

It's not often someone calls you at work to ask: "How do I get to the secret exit on the Cheese Bridge?" But for Tim Dale, that's what he's asked the most.

Dale, 23, a gameplay counselor for Nintendo, and about 200 other full-time counselors are paid to take a month-long



training course to master Nintendo's most popular games so they can pass along tips to videogamers who call for advice. (Sega and other videogame companies offer similar services.)

Dale was working at a drugstore when he saw a Nintendo recruitment ad in a local paper. He quit his job, put college plans on hold, and began playing games for a living. He now happily admits, "I don't think I'd want to be doing much else."

Although work is all games, it isn't all fun. At hectic peak times, counselors field some 110,000 calls a week. Most are

NO TRIVIAL MATTER

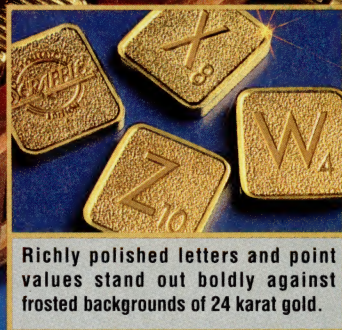
For a planned All American Edition of Trivial Pursuit, to be released in late 1993, Parker Brothers has issued an open challenge: Can you write a professional-quality trivia question related to the U.S.A. that has never been used in any Trivial Pursuit game? If so, send your entry to P.O. Box 3172, Northbrook, IL 60065. The limit is two questions per person, and the deadline is January 25. All entrants will receive a certificate signed by John Haney, Chris Haney, and Scott Abbott. (Who are *they*? Answer, page 40.) If your question is picked for inclusion, you'll be notified by May 31. You won't get your name on a card, but you will be paid a token fee of \$1. Not much, to be sure, but at least you're bound to get one answer right in the new edition. ■ —M.D.

about The Legend of Zelda: A Link to the Past and Super Mario World (where you can cross the Cheese Bridge). But since even counselors get stumped, each has access to a huge computer database. In the spirit of fair play, counselors offer clues rather than direct answers, preferring to let the callers find the solutions for themselves. It's a job requiring patience, strong communication skills, and a taste for unusual conversations. "Almost everything you hear on the phone would seem pretty strange to someone not familiar with Nintendo," says Dale.

As for that Cheese Bridge: Get the cape that allows Mario to fly. Then stay close to the top of the screen, fly past the saws, swoop down under the first goal post ... and call Nintendo at (206) 885-7529. ■ —Ray Ecke

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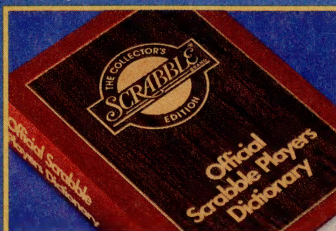
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THE PLANET OG

by raymond smullyan

☆☆ The planet Og is inhabited by two races—the green people and the red people. The green people always tell the truth and the red people always lie—but only if they were born in the northern hemisphere. Inhabitants of Og born in the southern hemisphere do just the opposite: The green people always lie and the red people always tell the truth. If you don't know where a person is from, or can't identify a person's race, a conversation on Og can be very puzzling ... ANSWERS, PAGE 40

1. ONE DARK NIGHT

Once a traveler from our planet Earth visited the planet Og and met a native on the street one very dark night.

"Are you red?" he asked. The native didn't answer.

"Are you a southerner?" the traveler asked. Again the native didn't answer.

"Are you not going to say *anything*?" asked the traveler.

Before walking away the native replied: "If I answered no to both of your first two questions, I would be lying at least once."

Is it possible from this to determine the native's color and which hemisphere he is from?

2. ARK AND BARK

This problem concerns two inhabitants of Og, a red northerner and a southerner (possibly red, possibly green). One of the two is named Ark and the other Bark. They made the following statements:

Ark: Bark and I are the same color.

Bark: Ark and I are different colors.

Which one is right? Which one is the northerner? What color is the southerner?

3. ORK AND BORK

Two natives named Ork and Bork made the following statements:

Ork: Bork is from the north.

Bork: Ork is from the south.

Ork: Bork is red.

Bork: Ork is green.

What color is Ork and where is he from? And Bork?

4. A AND B

Two natives, A and B, of different colors made the following statements:

A: B is a northerner.

B: Both of us are northerners.

What are A and B?

5. IS THERE A QUEEN?

Any two siblings on the planet Og are necessarily the same color, but not necessarily from the same hemisphere. (The mother might have given birth to one, then sometime later crossed the equator and given birth to the other.)

The anthropologist Abercrombie once visited Og and was curious to find out if the planet has a queen. He found the answer when he came across two brothers, who made the following statements:

First brother: I am a northerner, and this planet has no queen.

Second brother: I am a southerner, and this planet has no queen.

Is there a queen or not?

6. METAPUZZLE

A logician from our planet visited Og and met a native one dark night and asked him whether he was a green northerner. The native answered (yes or no), but the logician couldn't tell from his answer what he was.

A second logician met the native on another dark night and asked him whether he was a green southerner. The native answered (yes or no), but the logician couldn't figure out what he was.

On another dark night, a third logician met the native and asked him whether he was a red southerner. The native answered (yes or no), but the logician couldn't figure out what he was.

What was he?

Raymond Smullyan, a professor of logic and philosophy at Indiana University, is the author of many puzzle books. His latest is *Satan, Cantor, and Infinity*, from which these puzzles are excerpted.

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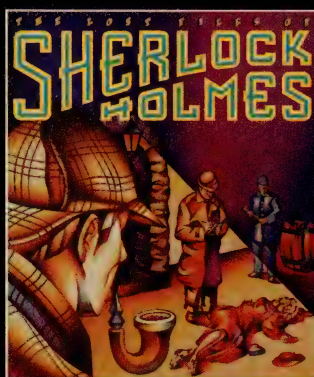
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A young actress has been

brutally murdered behind

the Regency Theatre.

Jack the Ripper appears

to have struck again.

Scotland Yard turns

to you my friend.

Dr. John H. Watson

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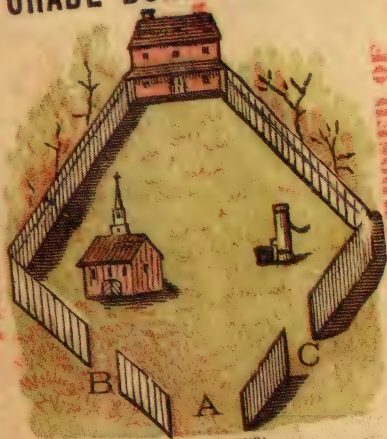
Presented by
WILSON & CO.
The Leas
ALBA

Some of the puzzles that appeared on trade cards were much tougher than you might think. This one, from 1882, requires you to find a nine-letter word by choosing one letter from each of the nine circles in clockwise order. By the way: You also have to decide where to start.

"The Farmer's Puzzle," one of the most popular puzzle cards of the period, was distributed in the 1880s by a purveyor of "high grade bone fertilizer."

Can you draw a line from the farmhouse to gate A, from the well to gate B, and from the steepled barn to gate C, so that none of the lines cross?

The Farmer's Puzzle, PRESENTED BY **WILLIAMS, CLARK & CO.,** MANUFACTURERS OF **HIGH GRADE BONE FERTILIZERS.**



(COPYRIGHTED).
A farmer had a lane from his house to the gate A. How can he make a path from his barn to the gate C and from the well to the gate B without any of the paths crossing?

The solution of this puzzle will be sent on application to our office.

101 PEARL STREET, NEW YORK.



ANSWERS,

PAGE

40

It's a fundamental axiom of the ad game that if you want people to buy what you're selling, you first have to get their attention. Thus it is that our eyes and ears are assaulted every waking moment by catchy slogans, provocative images, loud noises, frenzied sales pitches, 144-point newspaper headlines, and billboards the size of buildings.

In quieter times—what some people call the good old days—there were no such things as newsstands (as we know them), electronic media, and advertising agencies. To capture people's attention you had to be clever instead of obnoxious; you had to appeal to their intelligence rather than insult it.

Puzzles filled the bill quite nicely. They had the power not only to attract and intrigue people, but also to keep them fascinated for hours or days or weeks. And the longer they stared at a puzzle alongside your message, the longer they were seeing your message.

A century ago the trade card was a common medium for spreading the commercial word in the United States. Such cards had been known since the 17th century, especially in England, but in limited circulation. The development of high-quality four-color lithography around 1870 allowed commercial firms to reach the rapidly expanding American market by enabling them to print cards by the millions cheaply. Soon after the turn of the 20th century, however, magazines and newspapers were able to offer advertisers an even more powerful market reach—what ad folk nowadays call "penetration"—and the trade card went the way of the barrel hoop and the butter churn.

But that period of roughly 40 years, the era of the trade card, was a golden age of puzzlemaking. An enormous variety of original challenges were created, some of which achieved such popularity as to overwhelm the advertisers that had commissioned and distributed them. The Metropolitan Life Insurance Company, for instance, offered cash prizes in 1897 for the best solutions to an origi-

nal Sam Loyd puzzle, but later the company had to apologize for the delay in announcing the winners: Company officials had found it to be "a Herculean task to open and read the thousands of answers.... We almost regretted the offer when we realized the labor involved."

It was a foretaste of the crossword and jigsaw fads of the 1920s and '30s, and of the Rubik's Cube phenomenon of the early 1980s.

The popularity of trade-card puzzles a century ago coincided almost exactly with the most productive years of America's greatest puzzle creator, Sam Loyd (1841-1911). This isn't surprising, since their popularity was partly his doing. Although he didn't invent the idea of putting puzzles on trade cards—puzzle cards of the find-the-hidden-image type are known to have existed before the Civil War—he was by far the most successful at it. His commercial success was certainly abetted by his appreciation of the opportunities presented by the newfangled printing technology.

Around 1870 Loyd was living in Elizabeth, New Jersey. He created and printed some of his best-known early puzzles in his own print shop, which was on the second floor of a small building behind his house. His daughter recalled visiting her father's shop as a child, where she would see "stacks and stacks of puzzle cards ready to be shipped off, the bushels of paper shavings strewn about under the big cutting machine, the men at the cases setting type, and the deafening roar of the presses." Once four-color lithography became established in the '70s, however, Loyd's little one-color print shop could no longer measure up to commercial standards, and from then on he let the more modern shops handle his print jobs.

Loyd was a canny businessman and had a healthy affection for money. Although he lost no time coming up with ingenious thingamajigs when there was a fee to be earned, many of his puzzles were worked out when they happened to occur to him; he knew he'd find buyers for them sooner or later.

Often he sold the same puzzle to

As Advertised

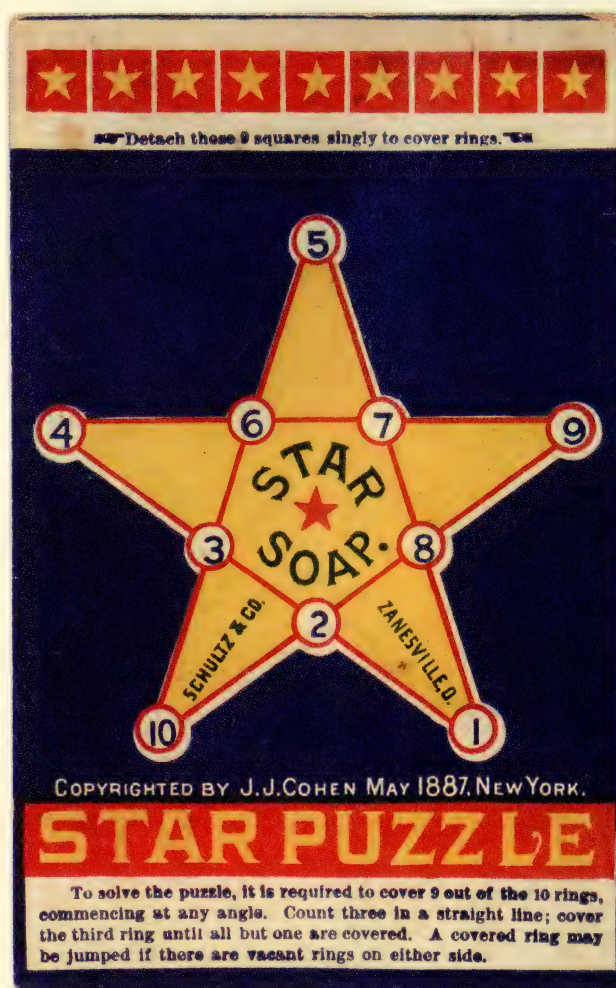
PUZZLE NOW,

BUY LATER



BY BURT HOCHBERG

PUZZLES FROM THE COLLECTION OF
WILL SHORTZ

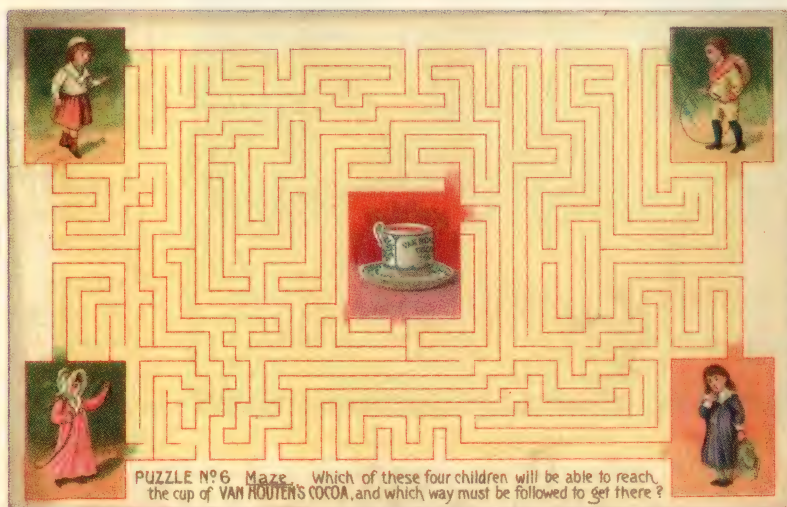


To solve the "Star Puzzle" you'll need nine small counters. Starting at any circle, count three consecutive circles in a straight line and place a counter on the third circle. Then pick another (unoccupied) circle, count three circles in a line, and again place a counter on the third one. When counting, you may jump over an occupied circle, but only if the circles on both sides of it are empty. Continue until all but one of the circles are covered.

This classic mechanical puzzle of 1897 by Sam Loyd unfortunately includes one of the demeaning racial stereotypes that were common in 19th-century America. The puzzle is based on a rotatable globe. In one position (below) you see eight men and nine Japanese lanterns (two of them at the 4 o'clock position). When the globe is rotated to the position at the right, you see nine men and eight lanterns. Where did the extra man come from? Thousands of people tried to explain the paradox.



Van Houten's Cocoa issued a series of eight puzzle cards, of which this maze was the sixth. The object is to determine which of the four children in the corners can reach the cocoa in the center and which path he or she must follow. The company offered to provide the solution to anyone who sent a penny postcard to their headquarters in Holland.



different companies, changing the title accordingly. One of his most famous creations—a milepost in puzzle history—was the “Trick Mules,” which is still used throughout the world as a promotional giveaway. When P.T. Barnum bought it to advertise his circus, it was called “P.T. Barnum’s Trick Mules.” But when Loyd sold the same puzzle to Marshall & Ball clothiers, it became “Marshall & Ball’s Trick Mules,” and other firms called it *their* “Trick Mules.” Barnum claimed to have given away millions of “his” puzzle cards, which may have been true; Loyd once claimed that over a billion copies of this one puzzle had been distributed in various forms, but that was probably one of his typical exaggerations.

Although Loyd is virtually the only American puzzlemaker of the period who is still remembered today, there were several others who turned out good, if less consistently original, work. They, like Loyd, evidently did not make a practice of granting exclusive rights to their creations. With only minor variations, many of the same puzzles were used by different companies in different cities. Maybe puzzles were sold exclusively to a given territory. Either that or puzzlemakers were getting ripped off on a massive scale.

One puzzle popular around the turn of the century was a “disentanglement” teaser. Typically, a key was attached to a ring through a slot in a card. It was a key when Montgomery Ward of Chicago distributed this puzzle, but it was a boot when Farnsworth’s Shoe House of Detroit used it. The A.C. Yates & Co. clothing store in Philadelphia made it a miniature suit jacket. “The object,” read the Yates card, “is to remove the Coats and Ring from the Card without in any way bending them. It can be easily done when you know how. It is equally puzzling to most people how we can produce such nice Clothing at such Low Prices ...” etc., etc. In most cases, the obvious pitch was: If you can’t solve it, bring it in to our store and we’ll show you how.

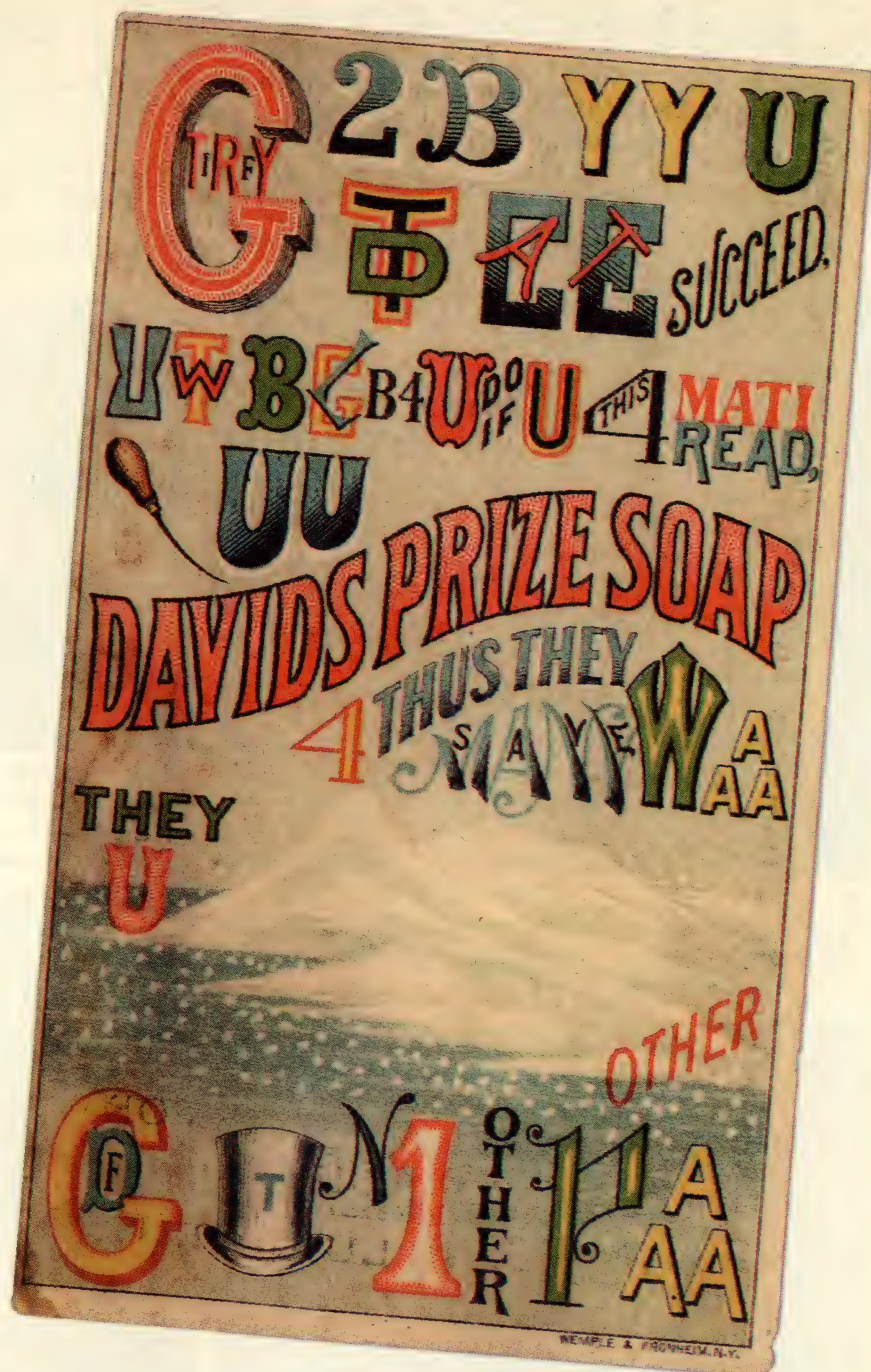
Another popular item, judging by the number of examples that have survived, was the hidden-image puzzle.

This was usually a drawing in which faces or animals were disguised in various ways. Politicians were favorite subjects. One puzzle, distributed in 1884, is a drawing of two amorphous shapes that are meant to look like ponds. The caption reads: "An accurate Likeness of our NEXT PRESIDENT will be found upon this card." Viewed from the proper angle, the "ponds" are portraits of presidential candidates James G. Blaine and Grover Cleveland.

Looking at some of the elaborate puzzles of that period, you wonder how it was possible to produce them economically in quantity. Loyd's famous "Get Off the Earth" puzzle of 1896, for instance, which advertised the Columbia Bicycle Company of Hartford, was beautifully printed in four colors and was made up of two connected circular cards that moved in relation to one another. ("The Lost Jap" on page 12 uses a similar idea.) Such gadgets are commonly used today as off-disk copy protection devices for computer games, but their cost is not a factor considering the game's \$60 price tag. It's impossible now to imagine anyone distributing those things for free and remaining in business for very long.

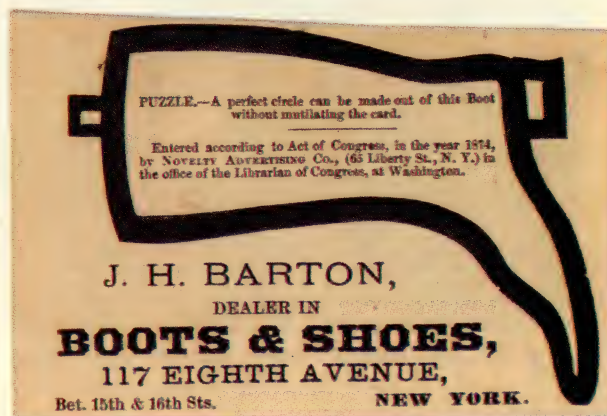
Brainteasers of every conceivable type found their way onto trade cards. If you've ever wondered how people amused themselves in the days before radio, TV, and movies, here's your answer: puzzles! They did rebuses. They searched for letters to form words and words to form sentences. They spent untold hours trying to put pieces of cardboard together in various shapes. They wore pencils down to the nub trying to draw lines that connected the farmer's house, well, barn, and three gates without crossing. They added and subtracted and multiplied and divided. They mazed, triangled, folded, and traced. They counted and cut and cursed in frustration.

And they told us a lot about who they were. Trade cards, a mainly American phenomenon, give us a glimpse of another time, a time when people weren't in such an all-fired hurry to be entertained but took the time to exercise their brains. ■



The solution to this pretty rebus appeared on every cake of David's Prize Soap.

According to the directions printed on the card, "A perfect circle can be made out of this Boot without mutilating the card." We've never been able to solve this one. If you can, will you tell us how?



CRUMB GETS THE HANG OF IT

When Detective Simon Hawk pushed open the door to police headquarters, he was abruptly stopped by Sergeant Norton. "Don't take off your coat, Hawk. There's a call for you on line two."

Hawk grabbed a phone on a nearby desk.

"Th-this is Simpson," a voice stammered.

"Who?" barked Hawk.

"Otto Simpson, the bookkeeper from Crumb & Pringle Trading Company. I-I'm here with Mr. Pringle."

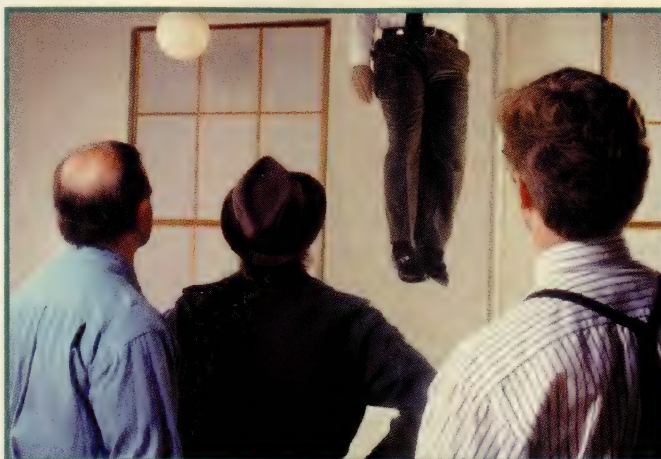
The man continued. "Something strange is

going on. Mr. Crumb is locked inside his office. But he doesn't answer our knock. W-We think something's wrong."

Hawk got the address and raced out the door, leaving a puzzled Norton sitting behind his desk.



1 When Hawk arrived, he found Simpson (right) and Pringle anxiously waiting. "The spring-lock bolts the door automatically when Crumb closes it," said Pringle. "We've been knocking, but he doesn't answer."



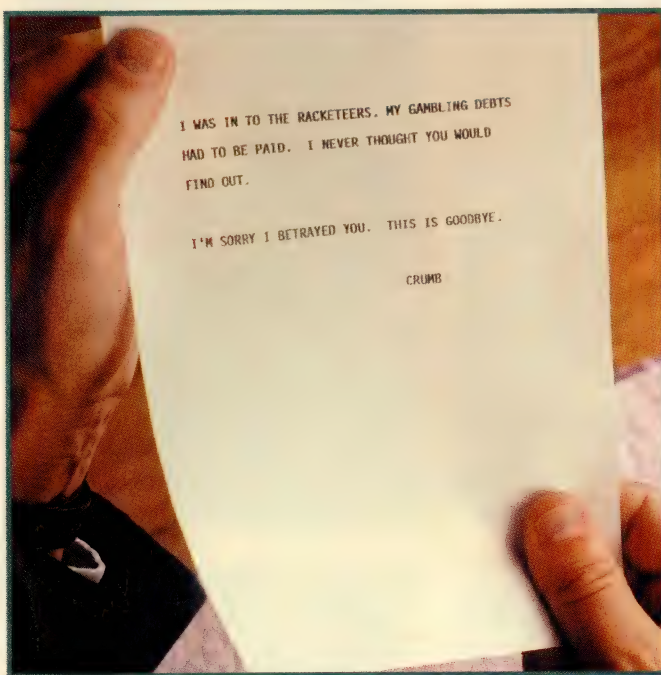
2 Hawk broke down the door and the three men rushed inside. "C-Crumb's hanged himself!" exclaimed Simpson.



3 The two men helped Hawk cut Crumb down. Hawk felt for a pulse. There wasn't any.



4 On the floor beneath the dangling rope was a folded paper. "This must have dropped from Crumb's hand when he kicked away the chair," said Hawk.



5 Hawk read the note silently as the two men looked on. "I can't believe it," said Pringle. "Last night I told Crumb I suspected a \$180,000 shortage on our books. Crumb must have been systematically siphoning off the money."



6 Pringle explained that when he had informed Crumb about the shortage, his partner had grown pale. "He said he would look into the matter himself. We planned to meet at 8:00 this morning. When I arrived, his office door was locked. I called out and Crumb told me he needed more time with the books."



7 Simpson said that Crumb had called him at home at 8:05. "H—He sounded distressed and wanted to meet me in his office right away. I got here in a half-hour. Mr. Pringle said that Crumb had locked himself in his office with the financial records. Mr. Pringle was worried that s—something was very wrong."



8 Hawk grew suspicious. He slipped a blank sheet in the typewriter and retyped the message. Then he compared it with the suicide note. The typefaces and spacing matched.

Hawk stood up and began pacing the floor. Suddenly he stiffened and headed for the telephone. "I'm calling for the Medical Examiner. This is no suicide and Crumb never stole the money. And if I'm right, I know which one of you murdered him!"

WHOM DID HAWK SUSPECT AND WHY?

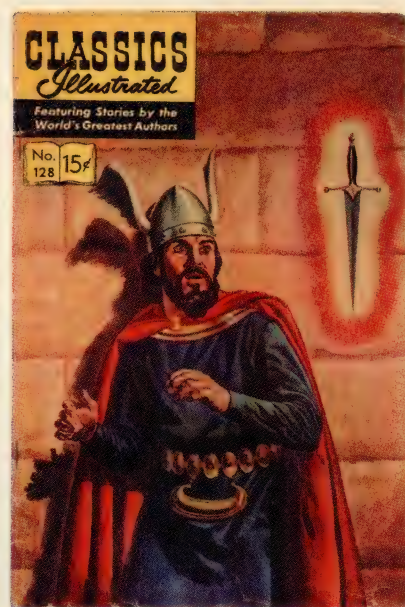
ANSWER, PAGE 41



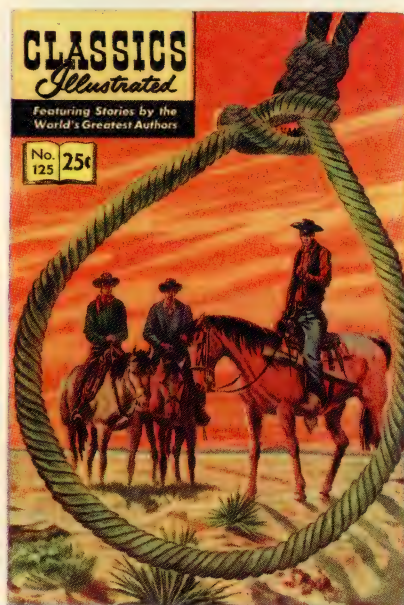
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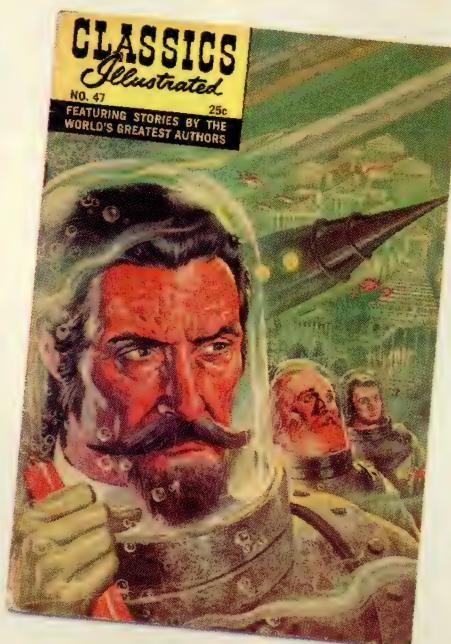
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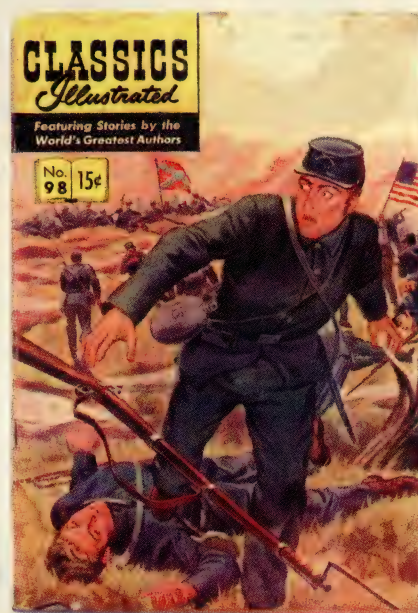
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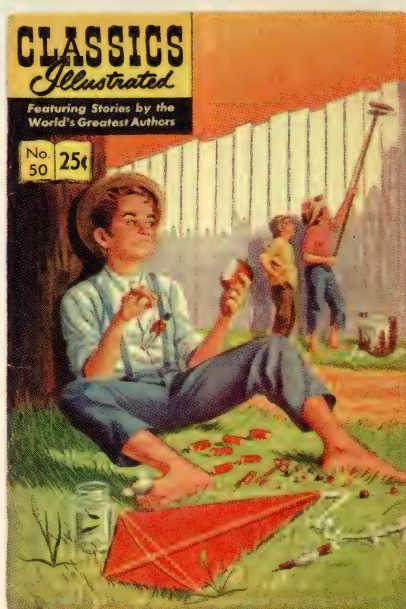
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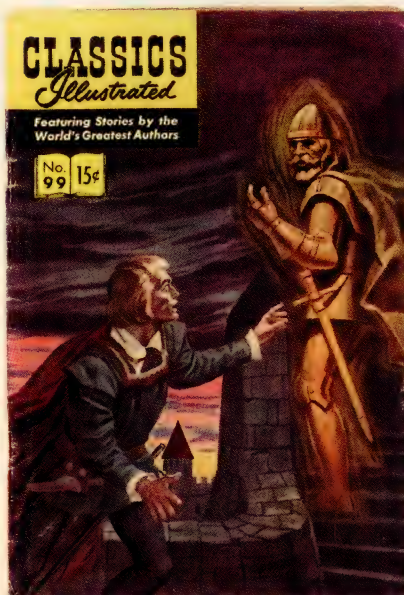
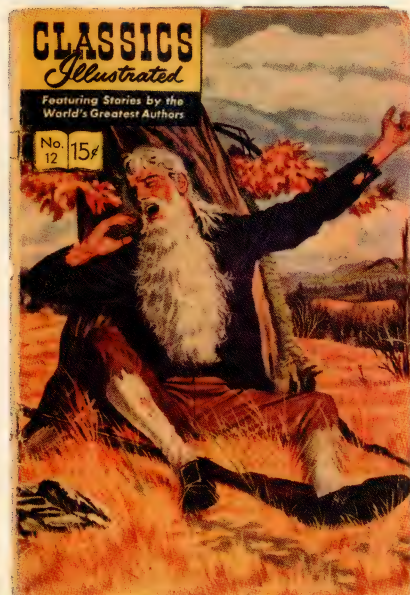
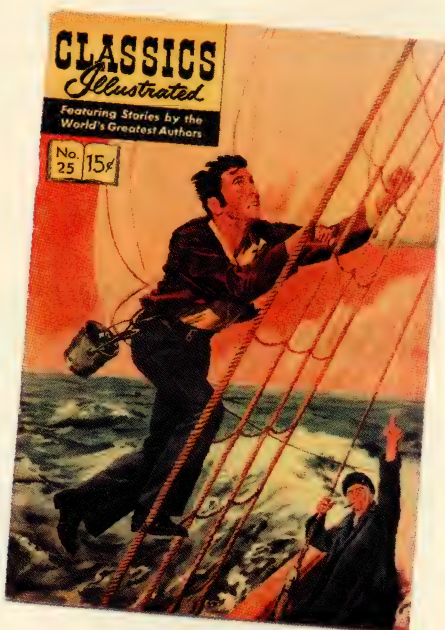
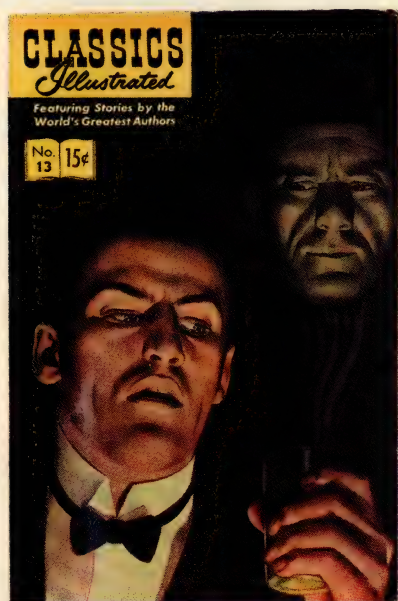


"A picture's worth a thousand words," especially when it's on the cover of an old *Classics Illustrated* comic. How many of these famous works of fiction can you identify (one or two just *might* be plays) simply by "reading" the cover art? Name all 16 and we'll be coming over to borrow your book report!

ANSWERS, PAGE 41

BY RICK STARK

NOVEL-TEASE





JIGSAW PUZZLE REBUS

CONTEST

By Henry Hook

Grand Prize
\$1,000 worth
of puzzles*
10 Runner-Up Prizes
A GAMES T-shirt

It's two! (click) two! (click) two puzzles in one!

First it's a jigsaw puzzle. Pop out the 96 perforated pieces on the opposite page and arrange them to form a picture (use the grid below as a guide). The result will be a rebus in the style of TV's *Concentration*.

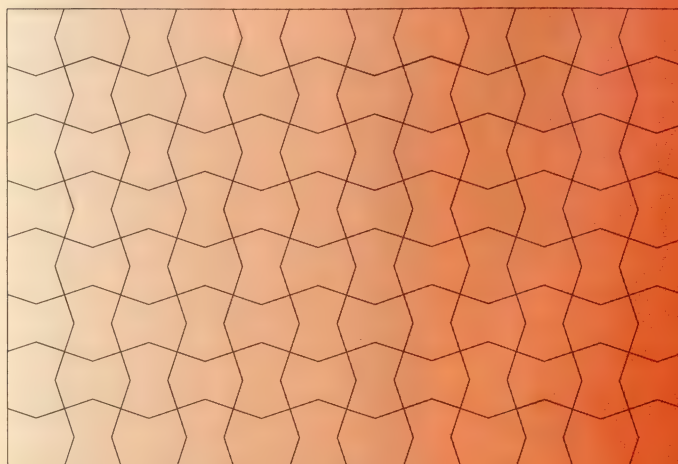
Then solve the rebus and do what it says.

One correct entry will be drawn at random for the grand prize. Ten runners-up will receive GAMES T-shirts.

Send your entry, along with your name and address, to:
Jigsaw Puzzle Rebus, GAMES Magazine, 19 West 21st Street, New York, NY 10010. You may enter as many times as you wish, but each entry must be mailed separately. **Entries must be received by March 1, 1993.**

*Your choice of \$1,000 worth of puzzles, books, and games from the Spring 1993 Bits & Pieces catalog

Pattern
of the pieces
in the
completed
jigsaw





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Astounding stories of ordinary individuals with bizarre mental
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•

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warm-up teasers for the 2nd World Puzzle Team
Championship (win a trip to Czechoslovakia for the finals!)
•

video store logic
•

a new hidden contest
•

and April Fools deviously concealed throughout the
magazine (just where you least expect them!)
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PENCILWISE



HEX SIGNS ★★

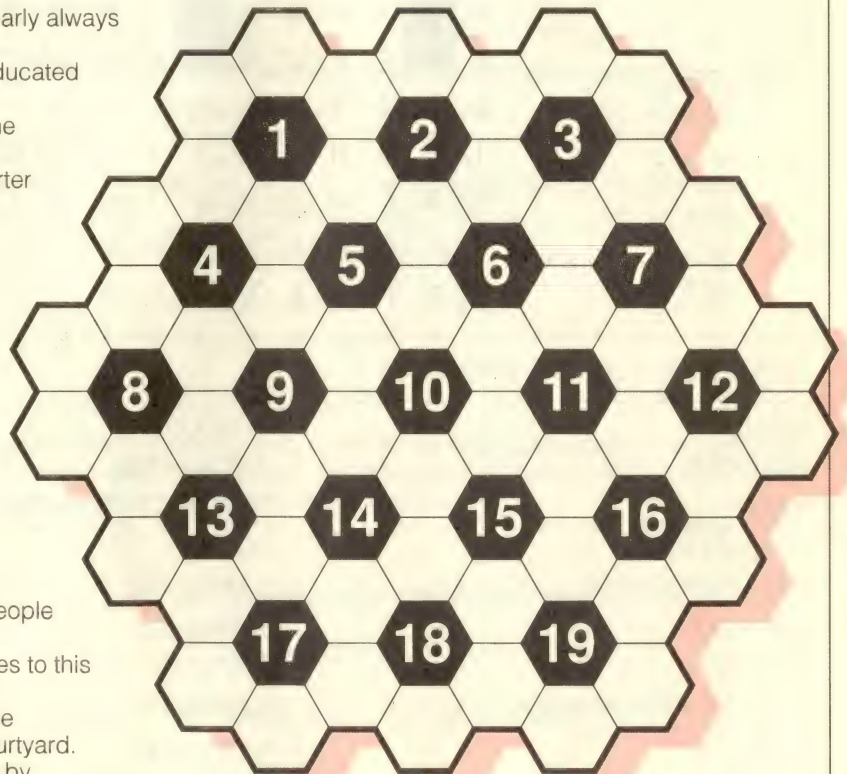
BY MIKE SHENK

Each answer in this puzzle is six letters long. These six letters are to be entered into the six hexagons surrounding the appropriate number in the grid, reading clockwise or counter-clockwise. The direction and the starting space are for you to determine. Each clue consists of a sentence from which the consecutive letters of the answer have been removed and replaced with a star. The object is to reinstate the missing

letters (supplying spacing as needed) to complete a sensible sentence. For example, the answer to #1 is ALMOST, which completes the sentence "In the king's re★entatious displays are nearly always forbidden." As a bonus hint, each clue also contains a synonym or short definition of the answer (like "nearly" in the example).

ANSWER, PAGE 41

- 1 In the king's re★entatious displays are nearly always forbidden.
- 2 The wi★ks lecture on piety to their less educated brethren.
- 3 The newspa★d to be read more before the advent of TV.
- 4 An argumentative person's li★pically shorter than a good-natured person's.
- 5 Scoring a home r★e way to bring togetherness to the team.
- 6 While celebrities may need to travel incognito, those of us lacking acclaim sh★lasses indoors.
- 7 If a naughty boy is staying with you, it may be smart to lock yo★a cupboard.
- 8 For a culinary treat, try asking the ch★ortoni.
- 9 Tom Sawyer's natural friendliness put Huck F★ase.
- 10 A new artilleryman is likely to find all the shootin★ving.
- 11 An aristoc★eneral won't associate with people in a lower social class.
- 12 When visiting New Del★ajah always comes to this place.
- 13 After the game, the winning players left the aren★phantly to meet their fans in the courtyard.
- 14 This pottery glaze was created years ago by som★ess artisan.
- 15 You can bet that people who say they seldom make an erro★ing.
- 16 An uncooperative patient can be somewhat difficult fo★apist.
- 17 I like any flavor of bubb★xcept perhaps peanut butter.



- 18 If you want to con★ricists when they're blue, you only need to praise their songs.
- 19 During the Gold Rush, you'd find many prospector★ing favor with claim office workers.

If you'd like to have that movie theater experience at home, you can do the obvious and rent a videotape. But to really participate, why not dive into our popcorn bucket below? We've filled this tub with HOT BUTTERED POPCORN and 39 other words and phrases associated with going to the movies.

Answers may read horizontally, vertically, or diagonally, but always in a straight line. If you find it hard to focus on any particular word, you can flick to the answer, now playing in our answer section. And now—the feature presentation.

ANSWER, PAGE 40

```

                W C H   S F Y   S T L
          H H   R O U   I L D Y P O U D E
        S N O I T C A R T T A G N I M O C
    O W P L T S E A E G D O O G M O R U D U S
    T P O I B A E E M N O D L A S A C B P L A Y
T O O C R U S X Q E E W I R E T D B L E O O A
D F S E L T I T B U S N Q I I I O L E A B M S
    T S W T N H E H E U I N N C S R F S B
    E T S E H O H E E L G C N K Y S E U Y
    R C M R A H R E T N U O C Y D N A C N
        S A E C I F F O X O B T F A E T O
        Y T D X E L P I T L U M L A A U F
        T I P H K C A R T D N U O S K R O
            N O W P L A Y I N G M O B P E
            E P E A C N D S E B E R B R A
            E C D T V F O R U N K O T E H
            I O C R E D I T S N C G G V A
        O R L W O H S T H G I N D I M
            N E E R C S R E V L I S E
            D P R E M I E R E F L W W
            T I C K E T T A K E R Y N
    
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AISLE
 BALCONY
 BOMB
 BOX OFFICE
 CANDY COUNTER
 CARTOON
 CINEMA
 COMING ATTRACTIONS
 CREDITS
 CRITICS
 DOUBLE FEATURE
 FIRE EXITS
 FLICK

"FOCUS!"
 FRONT ROW
 HOT BUTTERED POPCORN
 LOBBY
 LONG LINE
 MARQUEE
 MATINEE
 MIDNIGHT SHOW
 MULTIPLEX
 NOW PLAYING
 POSTER
 PREMIERE
 RATING
 REELS

SEQUEL
 "SHHH!"
 SILVER SCREEN
 "SIT DOWN!"
 SNEAK PREVIEW
 SODA
 SOLD OUT
 SOUNDTRACK
 STICKY FLOOR
 STUB
 SUBTITLES
 TICKET TAKER
 USHER

THE ANIMALS' GREATEST HITS ★

BY MICHAEL PERRY

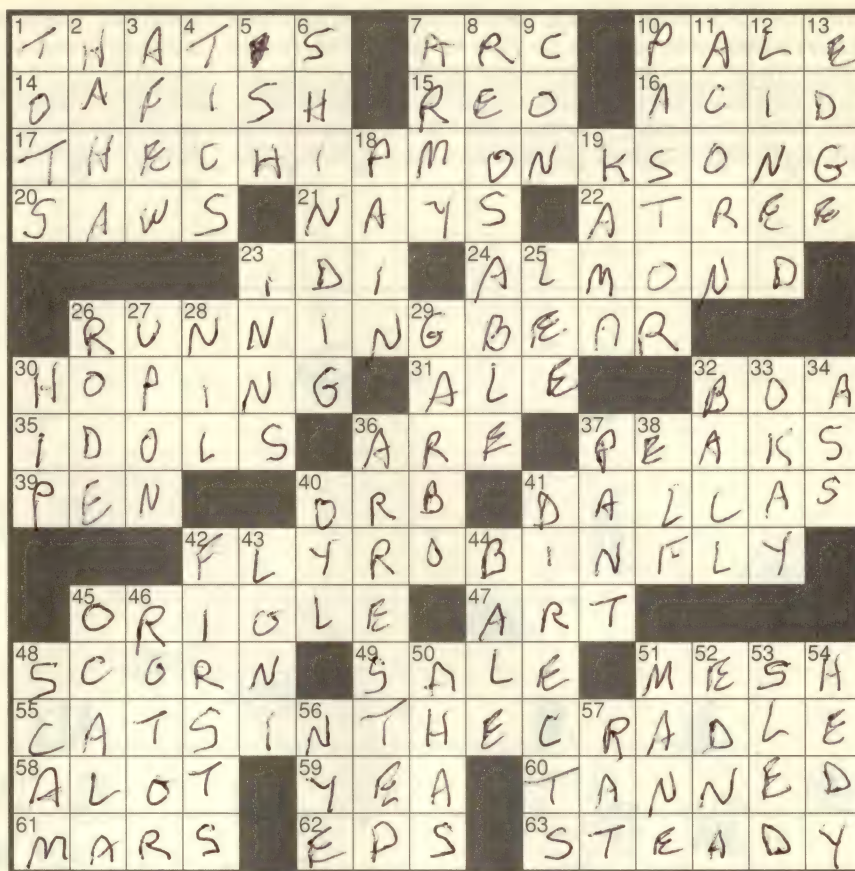
ACROSS

- 1 What "i.e." means: 2 wds.
- 7 Circle part
- 10 Lose color
- 14 Like a clod
- 15 Rock group — Speedwagon
- 16 LSD, in slang
- 17 #1 hit song of 1958: 3 wds.
- 20 Wood-cutting tools
- 21 Negative votes
- 22 — Grows in Brooklyn: 2 wds.
- 23 Dictator Amin
- 24 Nut in a Hershey bar
- 26 #1 hit song of 1959: 2 wds.
- 30 Having aspirations
- 31 Beer's cousin
- 32 Constricting snake
- 35 Matinee stars
- 36 "Roses — red ..."
- 37 Mountaintops
- 39 It's mightier than the sword
- 40 Globe
- 41 J.R.'s show
- 42 #1 hit song of 1975: 3 wds.
- 45 Baltimore baseballer
- 47 Paintings, sculpture, etc.
- 48 Unqualified contempt
- 49 Auction
- 51 Interlock, as gear teeth

- 55 #1 hit song of 1974: 4 wds.
- 58 "Thanks ___!": 2 wds.
- 59 Affirmative vote
- 60 Treated leather
- 61 The Red Planet
- 62 TV's McMahon and Sullivan
- 63 "Slow and ___ wins the race"

DOWN

- 1 Small children
- 2 Laughing sound
- 3 — Good Men (Tom Cruise/Jack Nicholson movie): 2 wds.
- 4 Nervous twitches
- 5 Ending for Finn or Turk
- 6 Large party
- 7 Football's annual —/Navy game
- 8 Like deposit bottles
- 9 Jailbird, for short
- 10 Minister in charge of a church
- 11 Future oak tree
- 12 Like most notebook paper
- 13 Border
- 18 Ache
- 19 —-sutra (Indian love book)
- 23 Hostels
- 25 Grant's Civil War foe
- 26 Went on horseback
- 27 "Once ___ a time ..."



ANSWER, PAGE 41

- 28 Zero
- 29 Actress Greta
- 30 "With it" (alert)
- 33 Approve
- 34 Donkey
- 36 Took into custody
- 37 Breathe heavily
- 38 North Pole worker
- 40 Olive — (Popeye's love)
- 41 Emulates Hitchcock or Huston
- 42 Historic events
- 43 Actress Anderson of WKRP
- 44 Cotton bundle
- 45 Florida city
- 46 Helicopter part
- 48 Fraudulent game
- 50 Cries of discovery
- 51 Lion's locks
- 52 Poet — St. Vincent Millay
- 53 Snow glider
- 54 '40s actress Lamarr
- 56 Comedian Louis
- 57 Laboratory rodent

TAKE A STAND ★

BY ANDREA CARLA MICHAELS

Can you stand it? Please understand that the answer to each clue below is a word or phrase containing STAND. For example, the clue "Situation in which there is no clear winner" would lead to MEXICAN STANDOFF, while "Show off" would be

GRANDSTAND. Consider yourself outstanding if you get 12 or more correct. And if you can't stand the heat, you can always take a peek at the answers.

ANSWERS, PAGE 42

1. Place from which to testify in a courtroom _____
2. Professional joke teller _____
3. Long-running Dick Clark dance show _____
4. He lost Priscilla Mullins to John Alden _____
5. Keep the cards you were dealt _____
6. Single performance, or a very brief affair _____
7. 1987 movie about a calculus class _____
8. 1961 hit song and 1986 Rob Reiner film _____
9. Unintended victim of a crime _____
10. Theater sign indicating no seats left _____
11. Completely stalled _____
12. Acrobatic feat of balancing on your noggin _____
13. Alternative to Daylight Savings _____
14. Tammy Wynette hit song _____

The average connect-the-dots puzzle doesn't require much analysis—you just have to be able to count. The puzzle below, though, requires a somewhat higher level of thought. To finish it, you'll use a sequence of word associations rather than numbers. Start by drawing a line from BLUE JEANS (near the upper left) to something else with BLUE in it, such as

BLUEPRINT, just below it to the right. Then continue the line to something else with PRINT in it (either at the start or end of the word). Keep drawing lines from one item to the next, following the trail of connected words, finishing up with BLACK WIDOW. If you follow the right “string of consciousness,” your lines will form an appropriate “mental” image.

WORD LIST, PAGE 40

ANSWER, PAGE 42



In this crossword puzzle, the clues appear in the grid itself. Enter the answers in the direction of the pointers.

ANSWER, PAGE 40

Beatles' first #1 song	Give a caution	"Thanks _!"	Award won by Walesa	Slender		Remain tuned in	Little Joe's brother	Start the bidding	River embankment	Dismal	New York baseball team		Prone to giving orders	500 sheets of paper	Nun's uniform	Fear of wide spaces	Not in a million years	Attire
Hawaiian greeting						Carmen and Aida							Gung-ho					
Red-breasted bird						Common dice rolls							Higher than					
						Furtively devious							Muddy areas					
Mean	Pads for applying makeup	Glow		Good quality		Facing the pitcher	Sailor, in slang	Before, in poems				Portly	007 creator Fleming	Sailors, in slang				
Tropical fruits								Hold up, as under strain	Can (Davis autobio)					Urban music style	Long for		Aunt in Okla-homa!	Loses speed
Yours and mine					Golfer's peg			Use of force	Potatoes, corn, rice, etc.									
Watch part									Jigsaw puzzle bit	Doing well								
Stupor					Get a total for					Trapped at home by drifts		Painter Picasso						
					Sightseer								Love song of 1930	Watch, as a TV show				
Attack from all sides		Ryan of Love Story	Coins for a pan-handler	Moved carefully	Use a chair	Kermit's color						Javelins						
Does modeling work						School furniture item	Chaper-one							Old auto	The complete range	Try to get, at an auction	Noisily flustered	West Point student
Not yet settled, as a bill							Actuality	Use a needle				Mecca language						
Banquet enjoyer								"Honest" president	Rope-pulling contest	out a living (get by)		Eye part						
Taxi rider					Not standing							Thingamabob						
Luge					Drama form of Japan							Fender scars		ZIP code area				
Income/outgo of money	President of Syria	Get a home run or goal		Illegal trickery	Harp's ancient cousins	Folk stories								Social class of India	Cashew or pecan			
								FDR's dog	Trucker's rig	And the like: Abbr.					Witch's nose feature	On the sheltered side		Odds and _
Like a ghost story						Murders, in slang				Diego Padres		In the know						
Sub's detection device						Least cooked						Beauty parlor						
Join a debate						Animals of the Andes						Tire feature						
Property owners' papers						'50s-'60s singer Bobby					St. _ (Rome basilica)							

PAINT BY NUMBERS ★★

The six puzzles on these pages, presented by arrangement with the Tokyo magazine *Puzzler*, feature a unique blend of logic and art. The numbers at the left and top of each grid are all you need to determine which squares should be filled in to form a miniature picture. Here's how it's done:

The numbers on the left of each row and the top of each column tell you how many groups of black squares there are in that line and, in order, how many consecutive black squares there are in each group. For example, 4 5 9 2 tells you that there will be four groups that will contain, in order, 4, 5, 9, and 2 consecutive black squares. The fact that the numbers are separated tells you that there is *at least* one empty square between them. (There may also be empty squares at the ends of rows and columns.) The trick is to figure out how many empty squares come between the black ones.

Here's a starting hint: When there's a single number in a row and that number is greater than half the number of squares in the line, you can fill in one or more center squares. For example, in the sample puzzle below (Figure 1), which is 10 squares wide, the sixth and seventh rows each have the number 8. No matter how you place eight consecutive black squares in a row, the middle six squares will be filled in (Figure 2). Similar logic can be used to start a line that has more than one number in it. In the sample, the third column contains the numbers 1 6. The single black square and the following empty square must take up at least two squares above the 6. No matter how they get placed, the fifth through eighth squares of the column will be black (Figure 3). Figure 4 shows the completed picture.

Now try the other six puzzles on your own. You'll discover other solving techniques as you go.

ANSWERS, PAGE 42

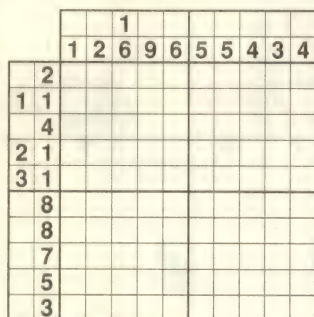


Figure 1

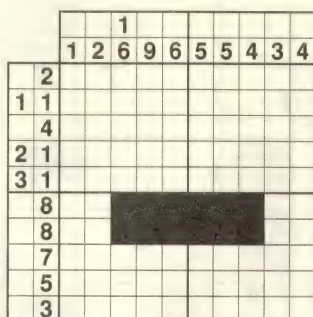


Figure 2

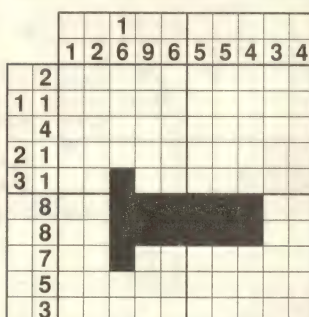


Figure 3

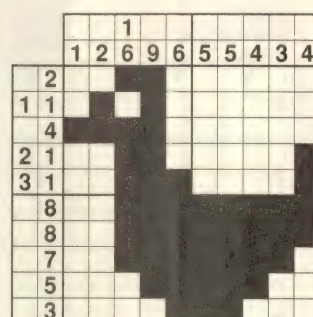
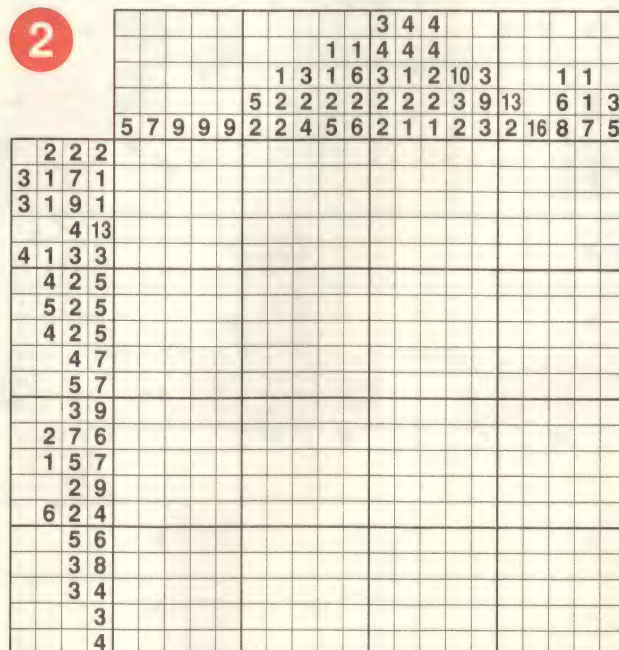
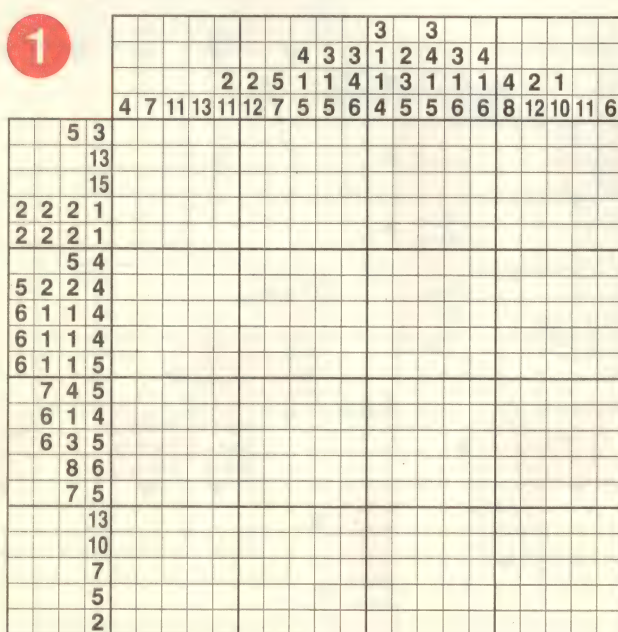


Figure 4



						1	1											
					1	1	1	1	1	1								
				1	1	1	1	1	1	1								
			4	2	1	2	2	1	2	2		10	9	8				
		9	2	1	2	1	1	6	5	6	12	4	3	3	7	5		
10	14	2	9	2	2	5	8	6	1	1	3	4	1	1	4	9	5	3

[illegible]

								2	1	1					
								7	1	1	1	4	2	2	2
					7	10	11	3	3	9	7	4	1	1	1
1	3	5	8	6	7	2	2	3	1	8	1	2	1	1	1

[illegible]

							5	5		6	7									
							2	3	5	1	1	7	8	2	1					
				2			1	2	3	2	1	1	2	5	5					
1	2	2	4	3	6	6	1	2	6	4	2	3	3	7	2	1	1	9	7	4

[illegible][illegible][illegible]

Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—that have been translated into simple cipher alphabets. Letter substitutions remain constant throughout any one cipher, but change from

one cipher to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun or title.

Clues are given at the bottom of the page to provide assistance if you need it.

ANSWERS, PAGE 41

1. CRYPTOON

JS MZD DQDSM CB O
LAOYZ-HOSFJSE, XHDOYD
ADGOJS YDOMDF KSMJH
MZD XHOSD ZOY LCGD
MC O LCGXHDMD YMCX.



2. SINGULAR JOB

H TFPU OFVSZIBV FD BJS
BT IYS PHDI IVNPG
OFZIHIBVFHP RBDID PSTI
FJ H EBVPO KSIIFJK UBVS
HJO UBVS OSUBZVHIFZ.
—*TVHJZFD *ZBRRBPH

3. SMILE!

COUJO KJ ZUB KY ERSB,
*RVVHQ *EAQK ZRN R
ORNUJ COJDORS LRVVHN,
QJK BAOCOUBUQDVP,
"LRQNUN SULOJCZJQH."

4. LOOK OUT BELOW

ENQJ LJBHGCNJR TVI,
HOJ *ENXNWNBIR GRJF T
EIGC-WIGBF MI-MI KNHO T
HKJBHM-EIIH HOIBV TR T
YGBVXJ ENVOHNBV KJTWIB.

5. WHERE WAS I?

CXKKXUZVN WHMRI
BVXUCMKK,
NPXAVGBJHHDHP
ZVMGRHPQHVKI BWXRHKB
DMQW BLMFJ QWPXANW
LMNVZCZFHVQ NMPGHV.

6. DON'T BANK ON IT

KGJV FYMNYEL UMAIPXIEAI
NECCX XFMAXMYX,
FGTCJUCD YPKGPIXIAN
UEXZ XGTXIJIGIP SMY
NYEAO FYJVP MSSPYPO.

7. DOG-MEET-DOG WORLD

IJCLK NJYDH EIBYZ XCZHD
JAZLH XUDZH; AJJOI
EIBOI YJJFH UYBFZ PJJYH
JELZS CLDBY PBSHD
PBLKH IJCHZ UXUBL DISZZ
EZZFH YUDZS.

TIPS AND CLUES

Cipher 4: The one-letter word is A. Try AS for ciphertext TR.
Cipher 5: Ciphertext H, appearing 9 times, represents the vowel E.
Cipher 6: Ciphertext M, appearing 7 times, also represents a vowel.
Cipher 7: The vowels A, E, I, O and U are represented by ciphertext B, C, J, U, Z, though not necessarily in that order.

Cipher 1: Ciphertext D, appearing 13 times, represents the most common letter, E. Try THE for ciphertext MZD.
Cipher 2: A single letter appearing by itself is usually A or I. Try A here.
Cipher 3: Compare ciphertext HJO, appearing in the phrase UBVS HJO UBVS, a good bet to be AND.
Cipher 4: Compare ciphertext KJ and QJK. They represent TO and NOT respectively.

The four theme entries (17-Across, 59-Across, 10-Down, and 24-Down) are all related to a familiar saying. After you've solved the puzzle, see if you can identify the saying.

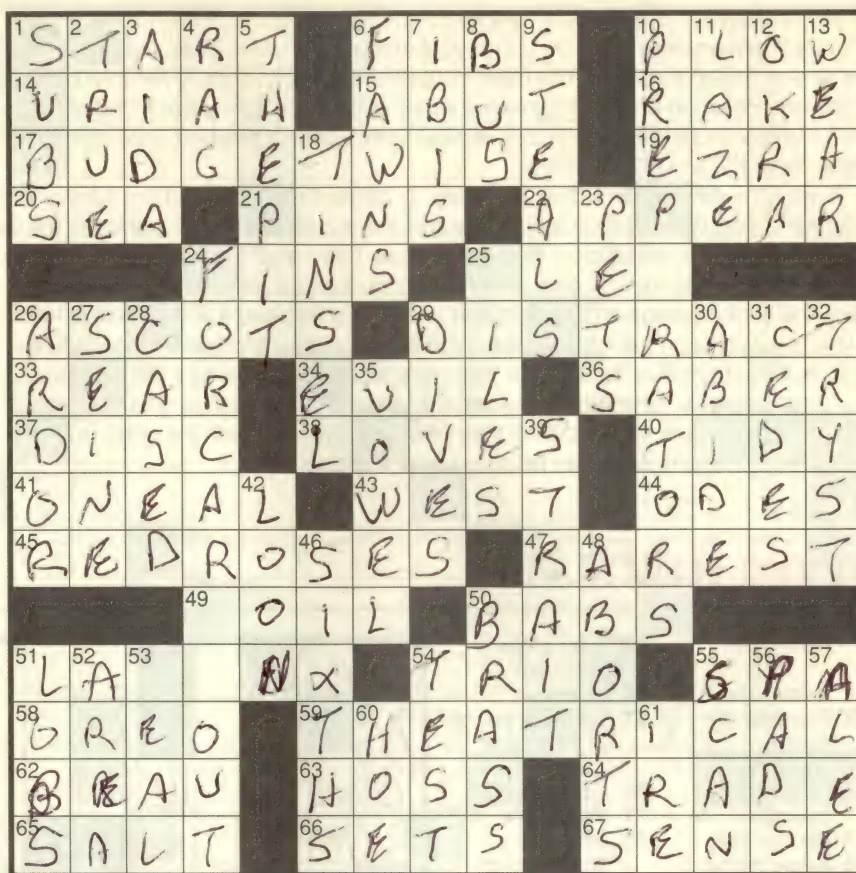
ACROSS

- 1 Onset
- 6 Little lies
- 10 Tractor's pull
- 14 ___ Heap (David Copperfield character)
- 15 Be adjacent to
- 16 Lawn tool
- 17 ONE ...
- 19 Pound of poems
- 20 Black or Red, for example
- 21 Brooches
- 22 Come into view
- 24 Fish features
- 25 Dog biter
- 26 Fancy neckties
- 29 Divert one's attention
- 33 Caboose's place
- 34 Satanic
- 36 Fencing weapon
- 37 Record store buy
- 38 Adores
- 40 Orderly
- 41 Ryan of *What's Up, Doc?*
- 43 Sunset spot
- 44 Keats creations
- 45 Popular Valentine's Day gift: 2 wds.
- 47 Least well-done
- 49 Stir up
- 50 Treat gently
- 51 Voice box

- 54 Peter, Paul, and Mary, for one
- 55 Workout site
- 58 Three-layer cookie
- 59 TWO ...
- 62 One of Lloyd Bridges's sons
- 63 One of Ben Cartwright's sons
- 64 Swap
- 65 Pretzel additive
- 66 Hardens
- 67 Smell or touch

DOWN

- 1 Sonar users
- 2 Common test answer
- 3 Verdi opera set in Egypt
- 4 Cloth scrap
- 5 "___ and the Pendulum"
- 6 Young deer
- 7 Wading bird
- 8 School vehicle
- 9 Engages in shoplifting
- 10 THREE ...
- 11 Take it easy
- 12 Gumbo ingredient
- 13 Try on
- 18 Tree-trimming material
- 23 Apartment no-nos, often



ANSWER, PAGE 42

- 24 FOUR ...: 2 wds.
- 25 Dossiers
- 26 Passion
- 27 Paris's river
- 28 Studied with the intent of robbing
- 29 Seedy bars
- 30 Tolerate

- 31 Gives in
- 32 Romantic rendezvous
- 35 *Wheel of Fortune* buy
- 39 Country singer George
- 42 Diving bird
- 46 Halves of thirds

- 48 Cancels a mission
- 50 Copper-zinc alloy
- 51 Arcing tennis hits
- 52 Length times width, for a rectangle

- 53 Authentic
- 54 Try out
- 55 Look over
- 56 Skateboarder's knee protection
- 57 Out of the wind, nautically
- 60 Garden tool
- 61 Fury

DOUBLESPEAK ★★

BY STEPHEN SNIDERMAN

In a doublespeak message, a six-word sentence is camouflaged in just three sets of letters. Here's how to decode it: Look for a short word appearing *backward* in each set of letters. This hidden word may be at the beginning, middle, or end. Reverse the short word, leaving the other letters untouched, and you'll get a longer word. These two words thus formed—long and short, in that order—are two consecutive

words of the answer message. For example, in #1 below, the hidden words are PRIG, OVER, and ACRE. Reversing them creates the longer words UPRIGHT, GOVERNS, and SACRED. And reading all six words in order (long, short, long, short, long, short) yields the answer UPRIGHT PRIG GOVERNS OVER SACRED ACRE. Now see if you can decode the other 11 messages below on the double.

ANSWERS, PAGE 41

1. UGIRPHT GREVONS SERCAD
2. ARTXEVAGANT SAEGASU PERTAEEMES
3. FATLUCY FLOREDNUS BOEGRUOIS
4. DOREGAWS ESOGRAC T ASNIAGT
5. ANEMEROFTIONED SYLPMI STSIXES
6. CECNORTO BEREDLIWED LECOREHUS

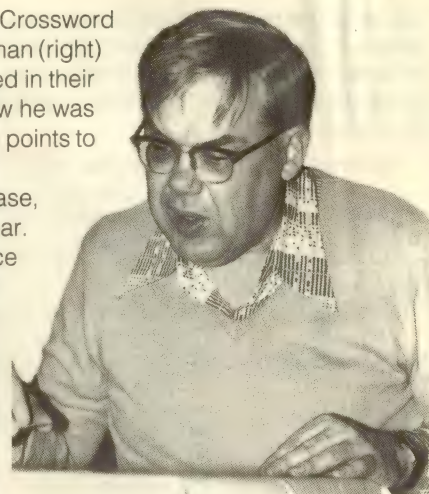
7. LINOLEFG OBETARETILD INTAMROFIVE
8. ENVIRONNEMTAL TSEROFALLED INTSUDRY
9. VAULIVEDLE AREPOTES TRETAEH
10. FONGIER HOEGATSS PATTOIRIC
11. EXTIBROANT DRANIWGS ASYHPORTSICS
12. CESUORALS POTNIS ISEDIRCENT

TWO FROM THE TOURNEY

If you had strolled through the hotel ballroom during rounds of the 15th American Crossword Puzzle Tournament last March, you probably wouldn't have picked out Doug Hoylman (right) as one of the top solvers. While other contestants tensely, even feverishly, scribbled in their answers, Hoylman calmly progressed at a seemingly leisurely pace. Yet somehow he was one of the first to finish each puzzle, always with a perfect solution, earning enough points to take home the \$1,000 first prize.

It was the second time that Hoylman, a 49-year-old actuary from Chevy Chase, Maryland, had won the tournament, the only major crossword competition of the year. Ellen Ripstein, a statistician from New York City, and Trip Payne, a freelance puzzlemaker from Atlanta, took second and third place respectively. Payne also won the Junior category (25 years and under). Ed Bethea, a social worker from New York City, won the Fifties category (50 to 59 years), and Miriam Raphael, an ESL teacher from Rye Brook, New York, took first prize for Seniors (60 and over).

Two puzzles from the 1992 American Crossword Puzzle Tournament appear on this page and the next. The official time limits are given beneath the grids, in case you'd like to race to solve the puzzles under the clock.



SOUND EFFECTS ★★

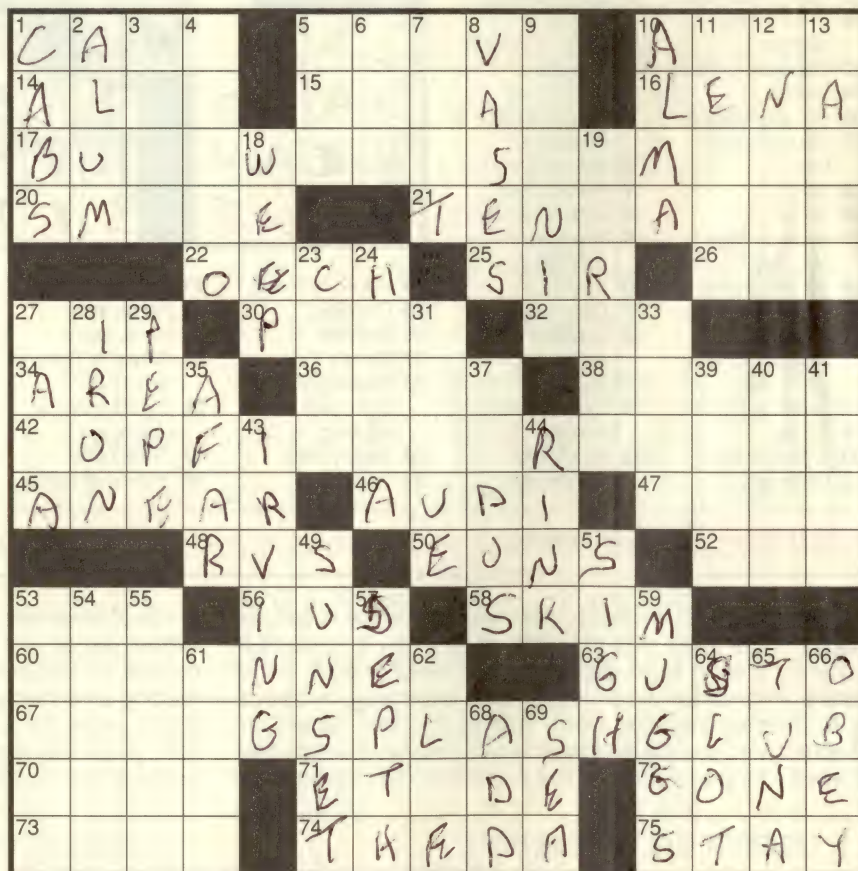
BY STEPHANIE SPADACCINI

ACROSS

- 1 A little lower?
- 5 Opposite of double
- 10 Adjoin
- 14 Et ____ (and others)
- 15 German sub
- 16 Singer Horne
- 17 "Hand me that fly swatter ..."
- 20 Modern air pollution
- 21 Squid's squeezer
- 22 Cry of pain
- 25 Round Table title
- 26 Clucker
- 27 Great Expectations hero
- 30 Silent star Negri
- 32 Spanish hero
- 34 Neighborhood
- 36 Turkey meat choice
- 38 Not in any way
- 42 "Open that champagne and pour me a glass ..."
- 45 Lend ____ (listen)
- 46 Car whose symbol is four rings
- 47 Not punctual
- 48 Campers, for short
- 50 Years and years
- 52 Your, to Isaiah
- 53 Figurehead?
- 56 Pill alternative
- 58 Read superficially
- 60 Battle of the Bulge site
- 63 Zest
- 67 "Let's see you go off the diving board ..."
- 70 Typee sequel
- 71 Piano piece
- 72 Word after "going, going"
- 73 Fling
- 74 Bara, "The Vamp"
- 75 Dog command

DOWN

- 1 Taxis
- 2 Grad
- 3 ____ With a "Z"
- 4 Carbonated
- 5 "Excuse me?"
- 6 Aussie native
- 7 Heist proceeds
- 8 Florists' containers
- 9 Italian-American, e.g.
- 10 ____ mater
- 11 Volleyball locale
- 12 "I give!"
- 13 Occupied
- 18 "Read 'em and ____"
- 19 Kind of bikini
- 23 Poland's second-largest city
- 24 Historic New York hotel
- 27 John Phillips, musically speaking
- 28 Press clothes
- 29 Le Pew or Le Moko



TIME LIMIT: 15 MINUTES

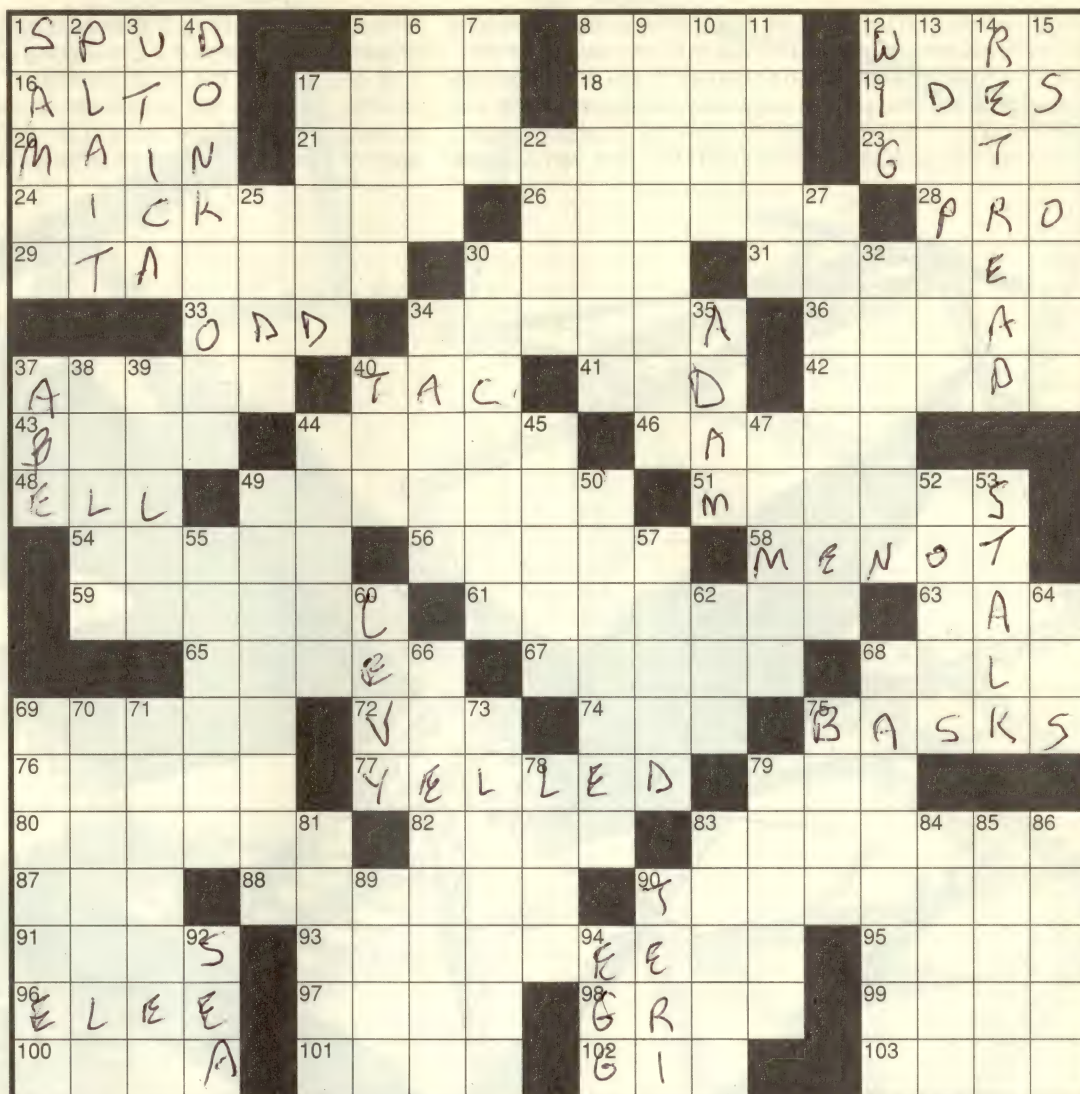
ANSWER, PAGE 42

- | | | | |
|----------------------|----------------------------|--|-------------------------|
| 31 More than quibble | 43 Spielberg's ex Amy | 54 TV teaser | 62 Swing around |
| 33 Cutie | 44 Skating site | 55 "Goodbye, Gomez!" | 64 Opening for a tab |
| 35 Way off | 49 Familiar western ending | 57 The third D of 3-D | 65 "Bumble Bee" product |
| 37 Praise | 51 Sound of contentment | 59 Early Today Show chimp J. Fred ____ | 66 Follow orders |
| 39 Police, in slang | 53 Explorer Sebastian | 61 Early space chimp | 68 Do sums |
| 40 ____ of office | | | 69 Caribbean, e.g. |
| 41 Cheese byproduct | | | |

BY MIKE SHENK

ACROSS

- 1 Potential fries
- 5 Bordeaux
buddy
- 8 Pollster Roper
- 12 Practitioner of
the black arts
- 16 Sax variety
- 17 Economist
Greenspan
- 18 James of *For
the Boys*
- 19 Mid-March date
- 20 Primary
- 21 Grooms' outfits,
jocularly
- 23 Rome raider
- 24 Knockout drink
- 26 Like gates
marked "Private
Property"
- 28 He plays for
bucks
- 29 Supplying with
chips
- 30 Venice beach
- 31 Waver
precariously
- 33 Peculiar
- 34 Diana of *Soap
and Throb*
- 36 No longer using
drugs
- 37 Setting for a
Hersey novel
- 40 Tic-toe link
- 41 Blushing
- 42 British university
town
- 43 *Wozzeck*
composer Alban
- 44 Lime-gin drinks
- 46 Indira's son
- 48 Architect's wing
- 49 Study of vital
activities



TIME LIMIT: 30 MINUTES

ANSWER. PAGE 42

- | | | | | | | | | | | | |
|----|--|----|----------------------------|-----|---|----|----------------------------|----|-----------------------------------|----|---|
| 51 | Some Louvre paintings | 76 | Like top watchmen | 100 | Art style that means, literally, "hobbyhorse" | 9 | Stopped before going on | 39 | Where van Gogh painted sunflowers | 68 | Fit for a king |
| 54 | Some spruce trees | 77 | Shouted | | | 10 | Griffith role | | | 69 | Concentrated one's studies |
| 56 | Ludicrous | 79 | Event for a <i>danseur</i> | 101 | Influential economist | 11 | Beginning | 40 | <i>Padre's</i> brother | 70 | Randy Newman song |
| 58 | Words after "touch" and "forget" in flower names | 80 | Maneuvered for advantage | 102 | Star of Woody's <i>Alice</i> | 12 | Barrister's wear | 44 | Up | 71 | Rotten |
| 59 | <i>The Jeffersons</i> actress Sanford | 82 | Hilarious fellow | 103 | Anthropologist Louis | 13 | Ward, perhaps | 45 | Like Clive Barker books | 73 | Some muskets |
| 61 | Halted, as urban traffic | 83 | Mexican city or state | | | 14 | Cheap tire buy | 47 | Richmond's river | 75 | Trunk covering |
| 63 | Luftwaffe's foe | 87 | Future embryos | | DOWN | 15 | Has a disagreement | 49 | Megahit | 78 | Mississippi Senator Trent |
| 65 | Crescent-shaped window | 88 | Let over | 1 | Emma of <i>Dynasty</i> | 17 | Have ___ of one's own | 50 | Bit of conversation | 79 | Steers |
| 67 | WW1 Belgian battle site | 90 | Seriously discuss | 2 | Make pigtails | 22 | Round of roulette | 52 | Matadors' foes | 81 | Heart surgeon Michael |
| 68 | <i>Full Fathom Five</i> painter | 91 | Actor Fernando and others | 3 | City on the Hawak River | 25 | Friend of Spot and Rover | 53 | Celery serving | 83 | Bangladesh's capital |
| 69 | Man with guilt feelings | 93 | Early Goodson-Todman show | 4 | Videogame classic | 27 | Turned down | 55 | Hogwash | 84 | Operation aide |
| 72 | 2-13 | 95 | Ticked off | 5 | By the side | 30 | Being a toady | 57 | British king, 946-55 | 85 | Actress Scacchi of <i>Presumed Innocent</i> |
| 74 | Favorite | 96 | Gen. Robert ___ | 6 | <i>Buddenbrooks</i> author | 32 | Craps natural | 60 | Impose, as a tax | 86 | "Swell!" |
| 75 | Soaks up the rays | 97 | Spaceship entryway | 7 | Like good singing | 34 | Mojave flora | 62 | Place for a beau's picture | 89 | Riding check |
| | | 98 | Parentheses, essentially | 8 | Galápagos Islands owner | 35 | Ben Cartwright's firstborn | 64 | Congregations | 90 | Actress Garr |
| | | 99 | Concerning | | | 37 | Burrows of Broadway | 66 | "___ more things in heaven ..." | 92 | Mermaid's home |
| | | | | | | 38 | "Old" or "New" Indian city | | | 94 | Sam I Am served it green |

DOWN

SHADOW PLAY ★★

On Groundhog's Day, we think of just one weather-sensitive woodchuck emerging from his hole in Punxsutawney, Pennsylvania, to let us know when spring will come. But of course the weather isn't the same everywhere, so naturally there are groundhogs all over the world to serve the local populations. And when they correspond with each other and want to show

off the local attractions, these creatures don't send the usual photographic postcards. Groundhog greetings always feature *shadows* of the local landmarks. Punxsutawney Phil recently received the postcards on these pages from his colleagues around the world. Can you tell what landmark each of these shadowy postcards shows?

ANSWERS, PAGE 43





This puzzle is really four games in one. The clues are presented in four sections, each posing a different challenge. We've given an example in each category below. First answer as many of the clues as you can. Then enter the letters of the answers into the diagram, as indicated by the letter/number pairs. (Thus, A1 represents the upper left corner square, R8

the lower right corner square, etc.) Many squares are used in more than one answer, so every clue you solve will provide some help toward others. When the puzzle has been completed, you will find a bit of original light verse reading across the diagram, line by line, beginning in square A1.

ANSWER, PAGE 41

	A	B	C	D	E	F	G	H	J	K	L	M	N	P	Q	R
1																
2																
3																
4																
5																
6																
7																
8																

Missing Links

Ex. drum ____ call: ROLL

1. mouth ____ meal: F6 R7 B2 Q3 P8
2. light ____ hitter: M1 F3 J6 E8 P6 L5
3. stir ____ quilt: N2 R1 D7 Q8 B4
4. draw ____ table: L2 J5 M6 E3 K8 L1
5. feather ____ lifter: G6 H4 H8 J7 B1 H3
6. top ____ service: N7 D6 N5 G2 R2 H1
7. work ____ play: G8 B3 Q1 K2 F5
8. bean ____ intelligence:
C8 Q6 Q5 N6 A1 R3 F4

Opposites

Ex. black: WHITE

1. in: G5 P1 R8 J4 D3
2. truth: A6 D7 E5 C1
3. sharp: K1 H2 A8 C2
4. gun: E7 B5 C6 M7
5. land: N4 E1 R6 H7 F8 L5
6. open:
J1 J8 F2 G3 K4 D8 B7 L3 P5 N6 A5 K6
7. dry: L8 P7 E6 M5 H1
8. mountain: Q4 M8 M4 L6 G8 A2 A8 R5

Double Definitions

Ex. carries; animals: BEARS

1. plunged; peacenik: K3 P5 M3 B2
2. eat in a field; scratch: C7 J5 E1 Q8 B8
3. polished; increased: P7 P2 L7 G4 D2
4. sulked; scooter: Q2 Q6 F6 F5 D2
5. felling trees; clumsy:
M4 Q5 D1 A4 K7 C3 L4 J8 E4
6. babysitter; delicate: B7 D4 F7 E3 M7 P3
7. glass; gymnast: K4 R6 N1 A3 K6 J2 E5
8. used; clock feature:
R4 E2 N5 D5 F1 K3 H6 D8 F7 C4

Ratios

Ex. car : land :: boat : SEA

1. war : piece :: left : G6 C3 L3 E8 E2
2. father : thereafter :: mother :
K5 Q7 D4 Q1 N8 N3 Q2 K7 C5 J2 P3
3. peel : spare :: live : B6 M2 L7 P4 K2 A1
4. move slowly : imploded :: dinner neckwear :
G3 K1 A3 P4 A4 D6 C2
5. fill : wanter :: sprung : R4 J6 D1 N8 H4 R1
6. unnecessary : needles :: hoping :
P1 R8 G5 M6 A7 H2 F1
7. humorous : fully :: join : C8 D5 N4 C6 R3 N2 K5
8. Superman : Luthor :: J3 B3 R5 Q4 G4 L8 :
N1 H5 A7 G7 P2 G2 C5 G1

CRYPTIC CROSSWORDS ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between the parts is the

key to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1.

ANSWERS, PAGE 42

PUZZLE 1 BY PETER GORDON

ACROSS

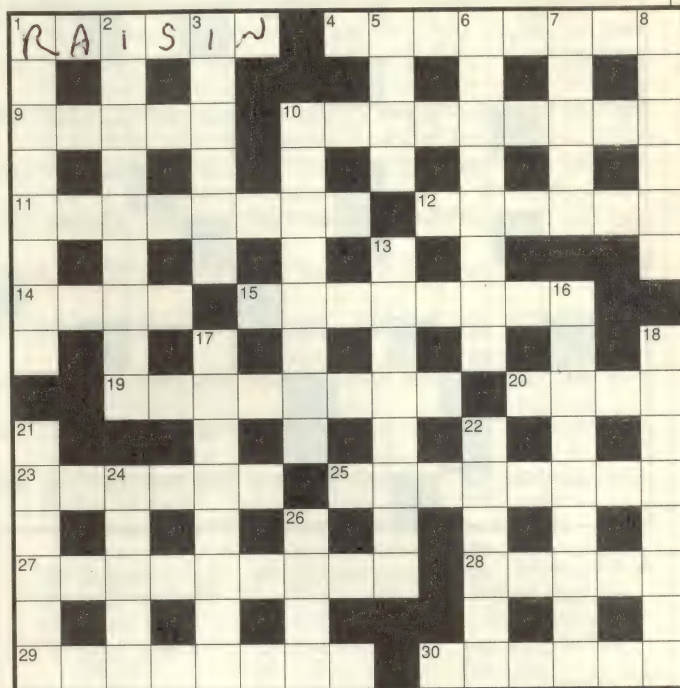
- 1 Liftin' dried grape (6)
- 4 Compel to accept M&M business (8)
- 9 Bewitched Salem men (5)
- 10 Capacity for feeling I found in life, for example (9)
- 11 Changed main treatment to trim nails (8)
- 12 Curly goes to Larry or Moe (6)
- 14 Divorcées start to engage in wild sex (4)
- 15 Sticking the man into commercial boxing venue (8)
- 19 Repeats a stormy divorce (8)
- 20 Health food starts to take off fat unsafely (4)

- 23 Daniel improvised introduction (4-2)
- 25 French delicacy in Pierre's cargo truck (8)
- 27 Contemplates estimated reforms (9)
- 28 Prudish English principal (5)
- 29 Top building manager hanging around Brazilian city (8)
- 30 Sketches 500 flat boats (6)

DOWN

- 1 Think back about medium-hot coal (8)
- 2 Columnist Ann's following is Hawaiians, among others (9)
- 3 Tortured nicest bug (6)

- 5 Has topless dresses (4)
- 6 Keep a man in it after a struggle (8)
- 7 One of the Beatles to call operator (5)
- 8 Listen to person who leaves prep school (6)
- 10 Bicyclists following street walkers (8)
- 13 Oral surgeons sit up in depressions (8)
- 16 Exclamation of surprise: "Fridge goo is moving" (4,5)
- 17 Person who runs small publishing firm (8)
- 18 Roughed up ruthless con men (8)
- 21 Scales 100 tree branches (6)



- 22 Hold back wicker basket (6)
- 24 Had duplicates
- 26 Director

PUZZLE 2 BY HENRY HOOK

ACROSS

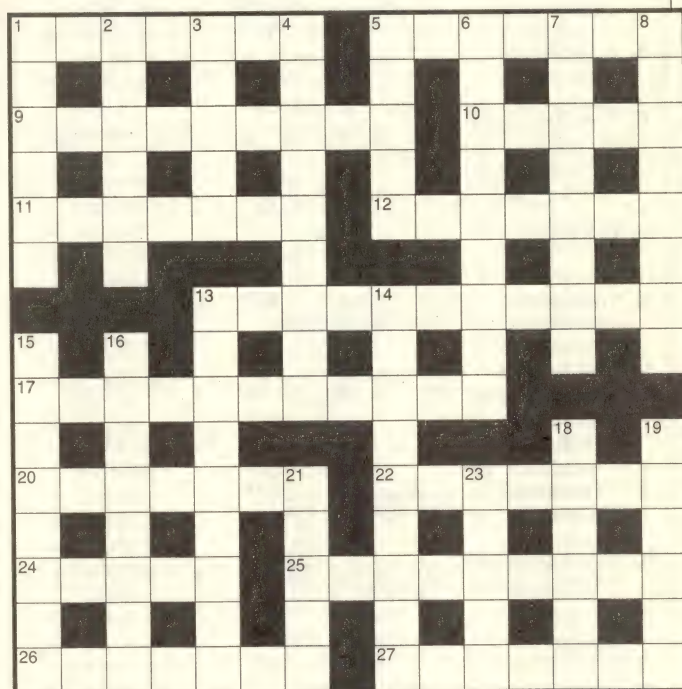
- 1 Saw dog in lead (7)
- 5 Leaves spread out back—about 1,000 (7)
- 9 Ruth uses a novel word book (9)
- 10 Cancel yearbook missing article (5)
- 11 Goofiness entirely camouflages skill (7)
- 12 Bold doctor fainted (7)
- 13 Fashionable code has possibilities during company holiday in Mexico (5,2,4)
- 17 \$100 limit—postpone casino card game (6,2,3)
- 20 Act fast, shaking up campaign contributors (3,4)
- 22 Hermit left in the midst of wild rescue (7)

- 24 Official in government gives informal talk (5)
- 25 Most remote individual tells fibs when caught by lieutenant (9)
- 26 Enlists stranger in early movies (7)
- 27 Very clumsy person takes in police bulletin in place for a speaker (7)

DOWN

- 1 Smoke has to offend (3,3)
- 2 Canoes floundering in waters (6)
- 3 Round 10 A.M., English student's introductory tests (5)

- 4 Desire (performing in bed) began to blossom (9)
- 5 Prepare 1/3 of sedatives as administered medicine (5)
- 6 Driver to display mink, we hear (9)
- 7 Noted plantation overrun by quite a few devilish (5,3)
- 8 Answer is "Louis," not "lousy" (8)
- 13 Fashionable in the past: an inhabitant of the Windy City (9)
- 14 Gifts of iron jewelry (9)
- 15 Has a fight, smack in the middle of less exercising (8)
- 16 Guard dismissed in train (8)
- 18 Wonderful hero consumes a



- 19 Top art deco designer in
- 21 Markets batteries,
- 23 Name a variety of lily (5)

For tips on solving cryptic crosswords, send a stamped return envelope to "Cryptic Solving Guide," GAMES, 19 West 21st Street, New York, NY 10010.

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate

words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you're done, the initial letters of the words in the word list will spell the author's name and the source of the quotation.

ANSWER, PAGE 41

1S	2Q	3N	4F	5V	6R	7I	8B		9D		10S	11O	12L	13F	14U	15C		16T	17K	18G		19D	20I	21S
	22W	23F	24O	25N		26M	27I	28T	29C	30K	31Q	32U	33E	34R	35W		36T	37I	38R	39Q	40U		41V	42O
43R	44A		45G	46K	47L	48Q		49B	50T	51I	52O	53N	54R	55S	56C		57B	58F		59E	60M		61W	62T
63O	64A	65Q	66V	67U		68R	69A	70C		71R	72T	73W	74U	75K	76L	77O	78H	79Q		80N	81U	82A	83W	84I
85O	86V		87F	88U		89E	90P		91J	92T	93C	94O		95F	96D	97R	98W	99Q	100I		101M	102R	103W	104O
	105F	106E	107C	108H	109Q	110I		111D	112R	113A	114P		115C	116N	117S	118W		119Q	120U	121I	122H	123E		124W
125R		126R	127D		128S	129J		130F	131K		132G	133E		134I		135R	136N	137K	138S		139C	140T	141R	142U
143W	144J	145D		146P	147G		148R	149Q	150T	151W		152U		153D	154K	155I	156E	157L		158N	159P		160F	161B
162C	163I	164K		165D	166O		167R	168A	169T	170Q	171U	172C	173W		174J	175I	176L	177F	178E	179M	180V	181W	182R	
183G	184V	185A	186I		187U	188L	189F	190M	191K	192T	193S	194O		195Q	196B	197G	198H	199A		200V	201F	202N		

- A.** Magazine's listing of owner, publisher, and editors
82 64 113 44 69 168 185 199

B. Is morally obliged
196 161 8 49 57

C. Called to mind
93 70 139 115 162 107 172 15 29 56

D. Basis of a dimmer switch
145 96 111 127 153 165 9 19

E. Shamelessly indecent
33 59 89 106 123 133 156 178

F. Take the queen of spades and all the hearts, in hearts (3 wds.)
201 13 23 58 95 130 160 177 189
4 87 105

G. Dull-witted
147 132 183 197 18 45

H. Yuletide
78 108 122 198

I. Best Actor of 1991 for playing a mad doctor (2 wds.)
134 155 186 20 163 7 110 37 175
51 121 27 84 100

J. Trials and tribulations
91 129 144 174

K. Where jetsam is thrown
131 46 154 164 191 137 17 30 75

L. Hand-held TV gadget
76 157 176 188 12 47

M. Mythical river that caused those who drank from it to forget the past
26 60 101 179 190
- N.** Small house for domestic pigeons
80 136 116 202 3 158 25 53

O. Keats poem of 1819 (3 wds.)
166 85 94 104 11 52 24 194 63
42 77

P. There are 660 in a furlong
159 90 114 146

Q. 1988 Robert Ludlum thriller, with *The* (2 wds.)
170 195 31 48 65 79 119 99 2
39 109 149

R. 1985 Shirley MacLaine book (4 wds.)
167 43 54 71 97 141 182 6 34
126 102 125 112 38 135 148 68

S. Lodged within a surrounding mass
117 10 1 21 128 138 55 193

T. Martial arts movie of 1988, in which Word U made his film debut (3 wds.)
50 28 192 150 62 36 72 92 169
140 16

U. Star, cowriter, and coproducer of *Word T* (2 wds.)
187 32 67 171 14 88 120 81 142
40 152 74

V. Panama, geographically
180 66 41 184 5 200 86

W. Director of *Summer Interlude* and *Autumn Sonata* (2 wds.)
73 98 143 22 83 173 61 151 118
35 124 103 181

COMMON STOCK ★★

BY AMY GOLDSTEIN

The four answers to each numbered set below have something in common. To discover what, fill in the blanks to complete the words reading across. The letters you put in the blanks, taken in order from left to right, must also spell shorter words. These shorter words will all be members of the same category. For example, the first word in set #1 is CALENDAR, with the shorter word being CEDAR. The remaining three shorter words in #1 will also be names of trees. Getting one answer in a set will help you get the others, but breaking into a set can be tricky. A score of four or more sets is excellent. Only word geniuses will solve all six.

ANSWERS, PAGE 43

1. C A L E N D A R

H _ T C _ _ E

A _ P O _ _ T M _ N T

W _ _ C O _ E

2. _ _ A R T H _ N E _ _

_ A _ R _ C A D _

A _ T _ R _ _ S T E

_ N _ G _ _ E

3. S _ _ S I T I _ I T _ _

_ _ O V _ _ E N C _

M _ _ A _ _ _ I A L

S _ _ G F E _ _

4. D E _ _ _ Q U _ _ T

_ _ N _ A M I N A _ I _ _

_ _ D E W A _ _

_ C _ T _ E R B R A _ _

5. _ U R _ _ _ I _ G

C A P _ _ I _

_ U T T _ R F _ N _ _ R S

_ R _ _ _ S T _ A

6. S _ _ W O _ _ _ Y

H _ _ L S T O _ M

A _ F _ _ M _ D

N E _ S C _ S _ _ _

FOLD THIS PAGE

THE WORLD'S MOST ORNERY CROSSWORD

BY ERIC ALBERT

Snakes and Ladders

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 39. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 38).

HARD CLUES ★★★

ACROSS

1 Jenny's mate

8 Secretary, perhaps

17 Slum condition

24 Deductive

25 Part of the phantom's finery

26 Baja bar

27 Miss Piggy's performer

28 Good cigar's price?

29 Affection-bereft

30 Spill the beans

31 Pillow mint, for example

33 Quality of sailor talk

35 Benevolent beast?

36 Terminators 1 and 2

38 Imitate some fans

41 Singing mammals

42 Atrocity

44 1981 Blake Edwards film

47 Troop trouper

50 Ultraviolet film of 1971

52 Words to live by

54 Shirley MacLaine, to Annette Bening

55 Toast time

57 Touring car

59 Smasher's target

60 Gravity

62 Gorbachev once headed it

64 Boozehound

65 Intentionally

66 "Break Like the Wind" group

68 Rodeo needs

69 Where Ann and Abby were born

71 Story set in Africa's lost city of Kôr

74 Ricebird

77 Like wok stock

79 Marlo's mate

80 German code machine of WW2

81 Stable parent

83 Haunted house residents

85 Traditional tales

86 Ad-lib

88 Fragrant flowering herb

90 Show pieces

91 Tabloid's specialty

93 Trades

95 Wagner's *Der Fliegende* _

97 Jimmy Dorsey prop

99 Staysail's neighbor

102 Rome-Capua connection

104 Character-attacking

106 James of *Murder by Death*

107 Quiche avoider?

108 Forbid

110 Plumed topper

111 *Sheena* star Roberts

112 Redo, in a way

114 Roget offering

116 Ticker tape?

117 Zip to zip

119 Lay on the corn

121 Diet book setting

123 Working the field

125 Seaman

128 Get steamed

131 *New York Magazine* cofounder

133 Sugar source

134 Amends

135 Trattoria course

139 Pessimistically

142 Dactyl's opposite, in poetry

143 Tend

144 Lock

145 Harasses

146 Sole supplier?

147 Convention address

DOWN

1 Edwards's *Ben Casey* costar

2 One of Daisy's nieces

3 Model T part

4 Massage target

5 Suitable for a launch

6 Packed, for short

7 Substantial

8 People on the run?

9 Making like

10 Strauss's line

11 Lute part

12 A bit blue

13 Sparklers

14 Walter's CBS successor

15 Quick

16 Acting agreeable

17 Henley craft

18 Company with a marsupial mascot

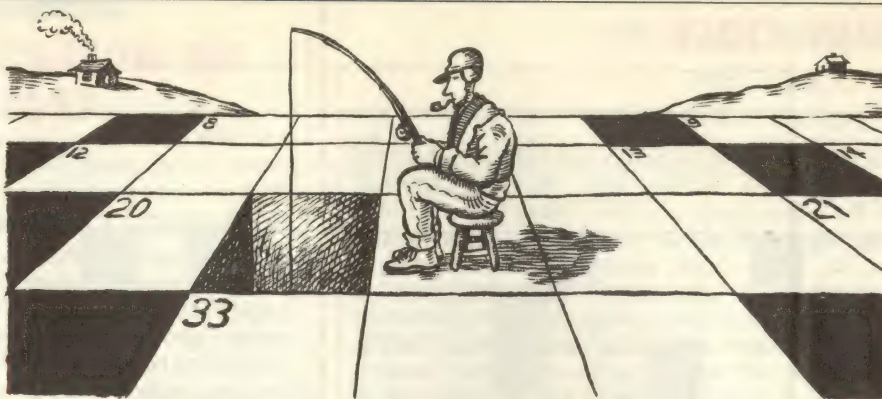
19 Dark

20 Make up for deficiencies

THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

DON'T PEEK
UNTIL YOU READ
PAGE 37!

EASY CLUES ★



ACROSS

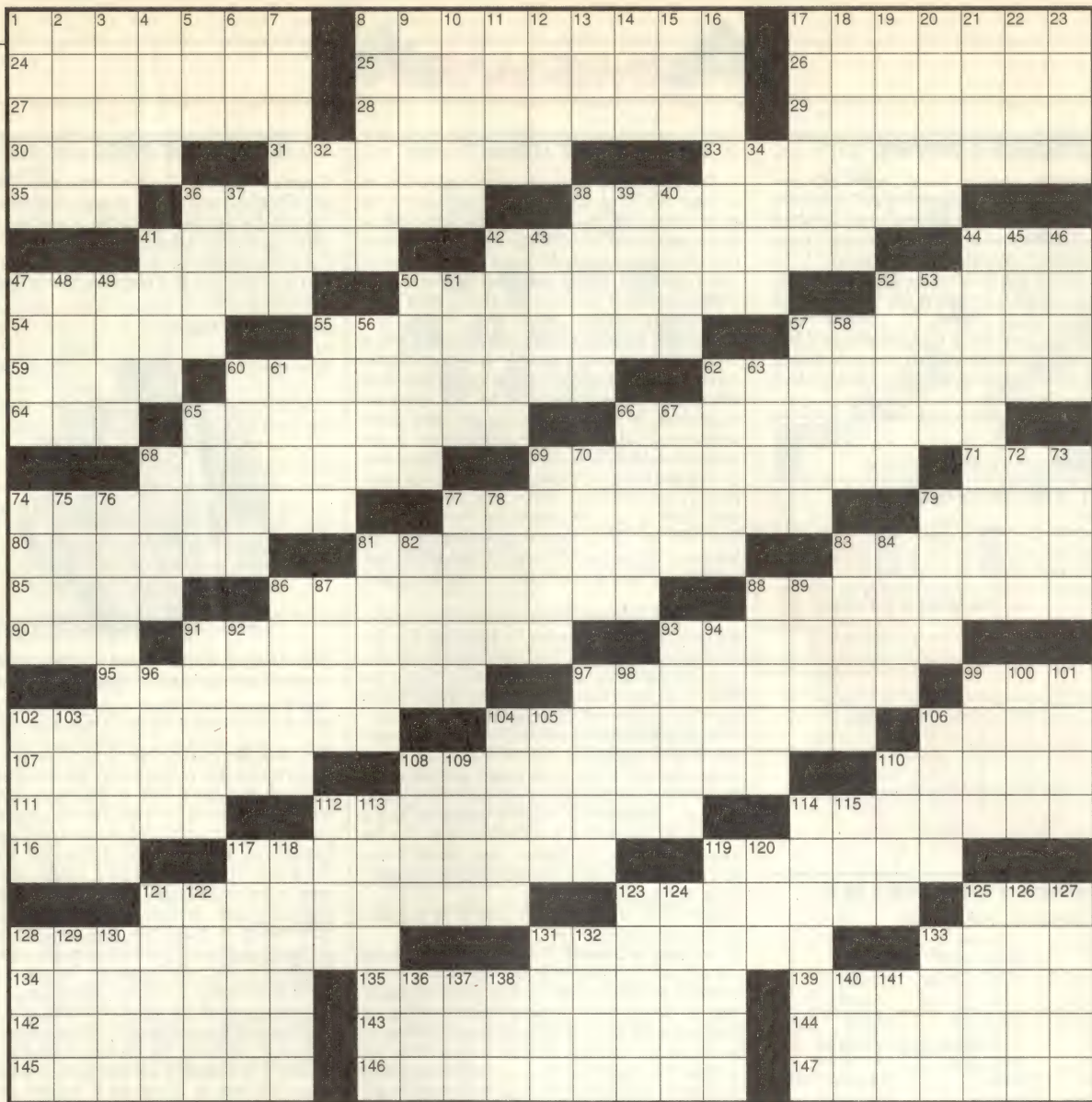
- 1 Male donkey
8 Female office helper: 2 wds.
17 Wretched living conditions
24 Based on theory: 2 wds.
25 Attire for *Tosca* fans: 2 wds.
26 Mexican saloon
27 He was the voice of Yoda and Miss Piggy: 2 wds.
28 Nickel's value: 2 wds.
29 Not cherished
30 Squealer
31 Comfort provider
33 Seawater quality
35 Antlered animal
36 Half-human, half-machine beings
38 Swing like a pendulum
41 Moby Dick and others
42 Putridity
44 Cry loudly
47 Bing Crosby's *Road* movie costar: 2 wds.
50 Violent 1971 Dustin Hoffman film: 2 wds.
52 Statement of belief
54 Relative by marriage
55 Morning meal
57 Victorian carriage (ONE PATH anag.)
59 Molecule part
60 Seriousness
62 Communist committee of the old USSR
64 Drunkard
65 On purpose: 2 wds.
66 Parody band in a Rob Reiner film: 2 wds.
- 68 Lassos
69 Iowa town on the Missouri River: 2 wds.
71 That girl
74 Multicolored songbird
77 Cooked in a wok
79 TV's Donahue
80 Puzzle
81 Horse that produces foals
83 Ghosts
85 Folk knowledge
86 Improvise: 3 wds.
88 Fragrant climbing plant: 2 wds.
90 Museum works
91 Sensational quality
93 Fields of work (MISTER E anag.)
95 *The Happy Hooker* author
Xavier
97 Benny Goodman's instrument
99 Triangular sail
102 Ancient Roman road: 2 wds.
104 Attacking an opponent's character: 2 wds. (A DEMON, HIM anag.)
106 Fashion designer
Chanel
107 Macho fellow: 2 wds.
108 Prohibit
110 Military dress hat (OH ASK anag.)
111 Country singer
Tucker
112 Bring up to date
114 Word with the same meaning
116 Heart chart: Abbr.
117 0-0, as a game

- 119 Make schmalzy: 2 wds.
121 New York town noted for a diet
123 Tilling the fields
125 Lump
128 Become enraged: 3 wds.
131 Ms. founder
Gloria
133 Walking aid
134 Alters, as a manuscript
135 Italian appetizer of olives, salami, peppers, etc.
139 If everything goes wrong: 2 wds.
142 Three-syllable metrical foot (PEASANT anag.)
143 Care for: 2 wds.
144 Guaranteed winner: 2 wds.
145 Bothers
146 Place to buy loafers: 2 wds.
147 Policy-setting speech

DOWN

- 1 Writer Rona
2 Rainy month
3 ___ it up (turn up the volume)
4 Twist in the hair
5 Hunky-dory, to an astronaut
6 Packed theater sign: Abbr.
7 Quite large
8 Errand runners
9 Mimicking
10 501 jeans brand
11 Worry
12 Somewhat risqué
13 Rink material
14 Quayle or Rather
15 Likely
- 16 Answering in the affirmative
17 Light racing boats
18 Aussie airline
19 Not illuminated
20 Make amends
21 "As I ___ and breathe!"
22 Small bills
23 X-ray dosage units (in BRADSHAW)
32 One of the Three Stooges
34 Pub drinks
36 ___ mein (Chinese dish)
37 Jabber
38 Right ___ (precedence at intersections): 2 wds.
39 Soapy froth
40 Coagulate
41 Sound of impact
42 Actor Alan of *Wait Until Dark*
43 Float through the air
44 Go into business: 3 wds.
45 Stench
46 Cher's ex
Sonny
47 Prejudice
48 Aware of
49 Rorschach test picture
50 Round after quarterfinals, for short
51 Astronaut's drink
52 ___-cornered (diagonally)
53 Country singer
McEntire
55 Dreary
56 Take a break
57 Pattern for a kilt
58 Sword handle
60 Damascus's country
61 Norse god
62 Mischievous fairy

- 63 "___ upon a time ..."
65 Healing ointment
66 As yet: 2 wds.
67 Contented cat's sound
68 Theater section
69 A square has four
70 ___ la Douce
72 Trek through the woods
73 Actress
Lanchester
74 *Dracula* star
Lugosi
75 ___ about (roughly): 2 wds.
76 Pain during labor: 2 wds.
77 Not drunk
78 Playthings
79 Stovetop containers
81 Story villain
82 Chicago Cubs star
Sandberg
83 "I call 'em like I ___": 2 wds.
84 Impudent
86 Large shrimp
87 Director
Wertmuller (NAIL anag.)
88 Period spent in the service
89 Chianti or chablis
91 Andes animal
92 Arm bone
93 Mrs.
Eisenhower
94 Newsman
Sevareid
96 Slick and slippery
97 Tennis great
Evert
98 City in central Poland (OLD Z anag.)
99 Singer Baez
100 Disgusting
101 Explosion sound
102 *Laugh-In* comic
Johnson
- 103 Mountain's top
104 ___ Grows in Brooklyn: 2 wds.
105 Bears' lairs
106 Use a hatchet
108 Thought
109 Carter of *Gimme a Break!*
110 Like a bug in a rug
112 What a rolling stone doesn't gather
113 Trying experiences
114 Bank robber's head cover: 2 wds.
115 Longing
117 Most secure
118 Edges of bread
119 ___ de Balzac
120 Have debts
121 Steal
122 Attorney's workload
123 Sauce made of basil, garlic, and olive oil
124 Soft drink bottle size
125 Screen legend
Greta
126 Beginning
127 Screen legend
Davis
128 *Dracula* author
Stoker
129 *Tonight Show* host Jay
130 Track shape
131 Health resorts
132 President
William Howard ___
133 *Raising Arizona* director Joel (ONCE anag.)
136 Japanese drama form
137 In addition
138 Eisenhower's nickname
140 Second day of the workweek: Abbr.
141 Ironic



ANSWER, PAGE 43

HARD CLUES (CONTINUED)

- | | | | | | |
|-------------------------------------|-------------------------------|-------------------------------------|----------------------------------|------------------------------------|--|
| 21 Like most awards shows | 45 Bouquet | 68 Opera box | 84 Fresh | 104 "... lovely as —" | 124 Quart plus a little |
| 22 Change, often | 46 U2 lead singer | 69 Pro and con, e.g. | 86 Seafood item | 105 Studies | 125 <i>Anna Karenina</i> star |
| 23 X-ray units | 47 Slant | 70 <i>The Joy of Cooking</i> author | 87 Director Wertmuller | 106 Tennis stroke | 126 Dawn |
| 32 <i>The Simpsons</i> bartender | 48 Atop | Rombauer | 88 Be frugal | 108 Brainstorm | 127 Danny's <i>Ruthless</i> <i>People</i> wife |
| 34 Pub potables | 49 Single stone in backgammon | 72 Jack up | 89 Sommelier's specialty | 109 Dudley Do-Right's girl | 128 Writer Stoker |
| 36 Chuck wagon offering | 50 Teamster transports | 73 Freeborn feline | 91 Andean carrier | 110 Comfy | 129 Carson's successor |
| 37 Run off at the mouth | 51 Apollo's drink? | 74 Composer Bartók | 92 Radius partner | 112 Terrarium growth | 130 Track meet setting |
| 38 Right — (precedence) | 52 Spitefully nasty | 75 — about (roughly) | 93 Spouse of 138-Down | 113 Trials | 131 Watering holes? |
| 39 Head makeup | 53 Singer McEntire | 76 Labor movement? | 94 Idle in movies | 114 Terrorist's wear | 132 Chief Justice, 1921-30 |
| 40 Liquid lump | 55 Lacking in hope | 77 Eschewing frivolity | 96 Unctuous | 115 Nikkei stock exchange currency | 133 <i>Barton Fink</i> director Joel |
| 41 George Michael's old group | 56 Staff symbol | 78 Robin Williams movie | 97 Jack Lemmon's son | 117 Least risky | 136 Japanese classic drama |
| 42 Adam of <i>Northern Exposure</i> | 57 Clan's cloth | 79 Poker winnings | 98 Second-largest city in Poland | 118 Tart toppers | 137 Besides |
| 43 Float on the breeze | 58 Sheath protrusion | 81 Character in a black hat | 99 Shaw's <i>Saint</i> — | 119 Balzac's first name | 138 D.C. nickname of the '50s |
| 44 Begin a business | 60 Former UAR member | 82 Slugger Sandberg | 100 Gross | 121 Sweeping blow | 140 Cal. column |
| | 61 Frigga's hubby | 83 "I call 'em like I —" | 101 Microphone pole | 122 Jewelry shop fixtures | 141 Twisted |
| | 62 Puckish sprite | | 102 Jester Johnson | 123 Pasta paste | |
| | 63 Story starter | | 103 Get as good as it gets | | |
| | 65 Soothing stuff | | | | |
| | 66 As of now | | | | |
| | 67 Sound of contentment | | | | |

ODD COUPLES COVER

Clockwise from upper left: Susan Dey, Billy Ocean, Steven Wright, Glenn Close, Martin Short, Ted Knight, Donna Reed, Shelley Long, Winona Ryder, Jonathan Winters, Suzanne Somers, Herschel Walker, Jamie Farr, Anita Hill, Dinah Shore, Rudy Vallee.

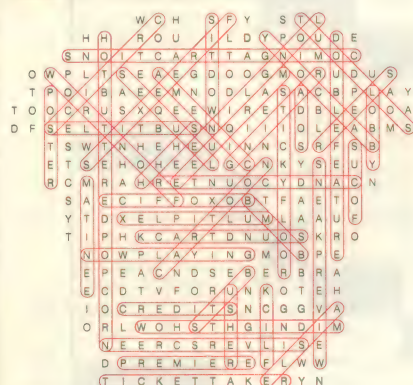
The pairings are: Knight-Dey; Somers-Winters; Short-Long; Close-Farr; Hill-Vallee; Walker-Ryder; Reed-Wright; Ocean-Shore.

The age-old principle is "Opposites attract." Photos: Anita Hill: Wide World; Herschel Walker: courtesy of the Philadelphia Eagles; Others: Movie Star News, Ohlinger's

6 GAMEBITS

They're the inventors of Trivial Pursuit.

22 AT THE MOVIES

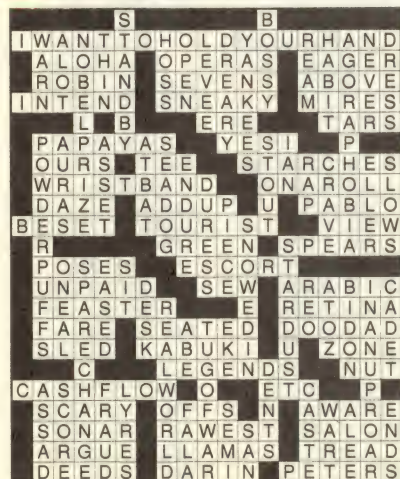


24 LINEAR THOUGHT LIST

The pictured items, in order, are:

blue jeans	pinwheel	tone arm
blueprint	wheelchair	armplit
fingerprint	rocking chair	cockpit
index finger	rocking horse	peacock
index card	sea horse	peanut
postcard	seashell	nutcracker
postmark	band shell	firecracker
bookmark	hatband	fireman
pocketbook	hatbox	snowman
pocket watch	mailbox	snowball
watchdog	mailbag	golf ball
doghouse	tea bag	golf club
lighthouse	teapot	club sandwich
headlight	flowerpot	sandwich board
headline	sunflower	blackboard
clothesline	sundial	black widow
clothespin	dial tone	

25 PENCIL POINTERS



8 THE PLANET OG

1. **One Dark Night** The native said in effect that he is *either* red or southern (and possibly both)—in other words, that he is not a green northerner. A green northerner would not lie and say that. Also, neither a green southerner nor a red northerner could make the truthful statement that he is not a green northerner. And so the native must have been a red southerner.

2. **Ark and Bark** Since the two disagree, one is telling the truth and the other is lying. The red northerner must be lying; hence the southerner is telling the truth, and therefore he must be a red southerner. So the two really are the same color; which means Ark told the truth and Bark lied. So Ark is the red southerner and Bark is the red northerner.

3. **Ork and Bork** If Ork's statements are true, then Bork is a red northerner, and if Ork's statements are false, Bork is a green southerner. In either case Bork is a liar. Thus, Bork's statements are both false, and Ork is a red northerner. Hence Ork lied, so his statements are both false and Bork is a green southerner.

4. **A and B** Suppose B told the truth. Then the two are both northerners; hence A's statement that B is a northerner is true. We then have the impossibility of two northerners of *different colors* both telling the truth. Thus, B did not tell the truth, so at least one of them is a southerner. Suppose B is the northerner. Then A must be the southerner. Also, A told the truth that B is a northerner, hence A must be a red southerner and B would be green, and we would have the impossibility of a green southerner telling the truth. Therefore, B is not a northerner but a southerner. Since B is a southerner and lied, he must be a green southerner. Also, since B is a southerner, A lied, and A is red (since B is green). Thus, A is a red northerner.

So A is a red northerner and B is a green southerner, and both lied.

5. **Is There a Queen?** The two brothers are the same color. Suppose they are red. Then the first brother's statement can't be true, since if it were, then he would have to be a northerner (as he claimed) and we would have a red northerner telling the truth, which cannot be. Therefore, his statement is false. Thus, he is red and makes false statements; so he is a northerner. Therefore, if there were no queen on the planet, then it would be true that he is a northerner and there is no queen; hence his statement would be true after all, which it isn't! This logic proves that if the brothers are red, then the planet must have a queen.

By a symmetrical argument, using the second brother's statement instead of the first's, if both brothers are green, then the planet has a queen. And so the planet has a queen.

6. **Metapuzzle** Let us label the questions asked of the native.

- Q1. Are you a green northerner?
Q2. Are you a green southerner?
Q3. Are you a red southerner?

As the reader can easily check, here are the answers that each of the four types would give if asked the question.

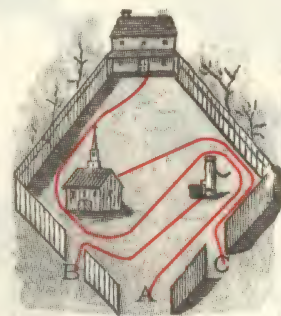
	Q1	Q2	Q3
Green northerner	Yes	No	No
Green southerner	Yes	No	Yes
Red northerner	Yes	Yes	Yes
Red southerner	No	No	Yes

In each case, three would have answered one way and one the other. Had the first answer been no, the logician would have known that the native was a red southerner, but since he didn't know, the native didn't answer no and hence was not a red southerner. Also the native wasn't a red northerner (since the second logician didn't know) and he wasn't a green northerner (since the third logician didn't know). Therefore, the native was a green southerner.

10 AS ADVERTISED

Source of Wonder The intended answer was likely BLOCKHEAD, which can be read clockwise starting from the B at the top. Or was the puzzle inventor thinking of MECHANIZE, starting with the M at the 2 o'clock position? We also found BLACKENED and BLACKENER, and perhaps other answers are possible as well.

The Farmer's Puzzle

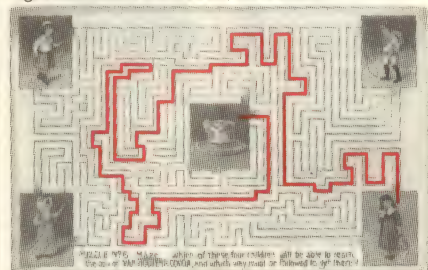


One of two possible solutions is shown above. The other solution is the mirror image of this one.

Star Puzzle One answer is as follows: 3-6-5; 1-2-3; 7-8-1; 10-2-8; 6-3-10; 4-6-7; 2-3-4; 9-7-6; 2-8-9.

The Lost Jap We don't know what "answer" Sam Loyd had in mind, but it's meaningless to ask where the ninth man came from. In the end position, the nine warriors do not consist of the eight original men plus one extra man, but rather nine totally new men formed from the parts of the original eight. The men in the starting position are each 9/8 the size of the men in the end position. When the dial is turned, each one gets smaller, with all the extra parts contributing to make one new man. Of course, some ingenuity with the art is necessary to produce the extra hands, head, legs, etc. For example, the hand of the man at 3 o'clock in the starting position becomes part of the head of a man in the end position, and the two men at 7 o'clock have only two legs. Also note that the left leg of the man at 10 o'clock in the starting position becomes the *right* leg of the man at 12 o'clock in the end position; without this switch, half of the warriors would have to have been drawn upside-down. Similar tricks make the ninth lantern appear and disappear.

Van Houten's Cocoa Maze The girl in the lower right can reach the cocoa, as shown:



David's Prize Soap Rebus The letters and pictures can be interpreted as follows: (IF in TRY in G) 2 B Y's U (D on T) (AT on CE) succeed, U (W on T) B (L on G) B 4 U do if U (THIS in 4) (MATI on READ). Awi U's David's Prize Soap 4 thus they (SAVE in MANY) w-A's. They U snow other (F in D in G) t-HAT n-ONE other p-A's. The resulting message: If in trying to be wise you don't at once succeed, you won't be long before you do if you this information read. All use David's Prize Soap for thus they save in many ways. They use no other, finding that none other pays.

Boot Puzzle Please write GAMES if you solve this one.

14 CRUMB GETS THE HANG OF IT

Hawk noticed that the front legs of the chair were round and the rear legs were square (picture #8). Thus, the circular impressions on the rug were made by the front legs of the chair, with the rear legs standing on the wooden floor (picture #4). Had Crumb stood on the chair to hang himself, and then kicked the chair away, the chair could not have fallen with its back on the floor (picture #3). The suicide, therefore, had been staged. Crumb must have been murdered.

Since Pringle was the first to arrive, and his story was patently false, he must have been the guilty one.

This is what happened: After Crumb telephoned Simpson, Pringle strangled Crumb with the rope and stood on the chair to hang him. He then took the chair over to the table and typed the suicide note. Pringle then flung the chair without realizing that its legs didn't match the impressions on the rug.

28 DSZQUPHSBNT!

- CRYPTOON. "In the event of a crash-landing, please remain seated until the plane has come to a complete stop."
- SINGULAR JOB. A film director is one of the last truly dictatorial posts left in a world getting more and more democratic.—Francis Coppola
- SMILE! Prior to his TV fame, Allen Funt had a radio program called, not surprisingly, *Candid Microphone*.
- LOOK OUT BELOW. Five centuries ago, the Filipinos used a four-pound yo-yo with a twenty-foot thong as a jungle fighting weapon.
- WHERE WAS I? Following heavy snowfall, groundskeeper inadvertently shovels path smack through magnificent garden.
- DON'T BANK ON IT. Quiz program contestant galls sponsors, publicly requesting cash substitute for grand prize offered.
- DOG-MEET-DOG WORLD. Hound bolts while guest opens gates; pooch which looks alike fools owner until first finds house again three weeks later.

36 DOUBLE CROSS

- MASTHEAD
- OUGHT
- REMEMBERED
- RHEOSTAT
- IMMODEST
- SHOOT THE MOON
- OBTUSE
- NOEL
- ANTHONY HOPKINS
- WOES
- OVERBOARD
- REMOTE
- LETHE
- DOVECOTE
- ODE TO PSYCHE
- FEET
- ICARUS AGENDA
- DANCING IN THE LIGHT
- EMBEDDED
- ABOVE THE LAW
- STEVEN SEAGAL
- ISTHMS
- INGMAR BERGMAN

[Becoming a mother] was the most liberating thing that ever happened to me ... because the children's demands on me were things that nobody else ever asked me to do. To be a good manager. To have a sense of humor. To deliver something that somebody could use.—(Toni Morrison, *A World of Ideas II* (Andy Tucher, editor)

21 HEX SIGNS



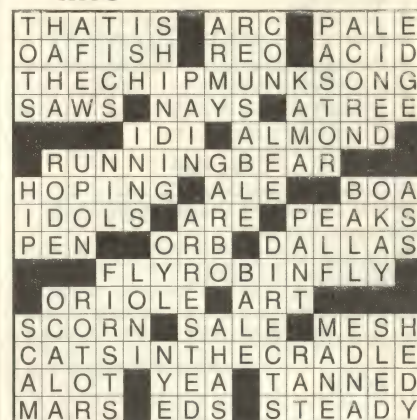
The completed sentences are:

- In the king's reALM, OSTentatious displays are nearly always forbidden.
- The wiSER MONks lecture on piety to their less educated brethren.
- The newspaPER USEd to be read more before the advent of TV.
- An argumentative person's liFE IS Typically shorter than a good-natured person's.
- Scoring a home ruN IS ONe way to bring togetherness to the team.
- While celebrities may need to travel incognito, those of us lacking acclaim shUN SUNGlasses indoors.
- If a naughty boy is staying with you, it may be smart to lock yoUR CHINa cupboard.
- For a culinary treat, try asking the chEF FOR Tortoni.
- Tom Sawyer's natural friendliness put Huck FINN AT Ease.
- A new artilleryman is likely to find all the shootinG UNNERving.
- An aristocRAT IN General won't associate with people in a lower social class.
- When visiting New DelHI, THE Rajah always comes to this place.
- After the game, the winning players left the arena TRIUMphantly to meet their fans in the courtyard.
- This pottery glaze was created years ago by some NAMELess artisan.
- You can bet that people who say they seldom make an erroR ARE LYing.
- An uncooperative patient can be somewhat difficult foR A THERapist.
- I like any flavor of bubbLE GUM Except perhaps peanut butter.
- If you want to conSOLE LYricists when they're blue, you only need to praise their songs.
- During the Gold Rush, you'd find many prospectorS CURRYing favor with claim office workers.

16 NOVEL-TEASE

- Robinson Crusoe* (Daniel Defoe)
- "The Time Machine" (H.G. Wells)
- Macbeth* (William Shakespeare)
- Mutiny on the Bounty* (Charles Nordhoff and James Norman Hall)
- The Ox-Bow Incident* (Walter Van Tilburg Clark)
- 20,000 Leagues Under the Sea* (Jules Verne)
- The Red Badge of Courage* (Stephen Crane)
- The Strange Case of Dr. Jekyll and Mr. Hyde* (Robert Louis Stevenson)
- Two Years Before the Mast* (Richard Henry Dana)
- Ivanhoe* (Sir Walter Scott)
- White Fang* (Jack London)
- The Adventures of Tom Sawyer* (Mark Twain)
- "The Man in the Iron Mask" (Alexandre Dumas)
- "Rip Van Winkle" (Washington Irving)
- Hamlet* (William Shakespeare)
- David Copperfield* (Charles Dickens)

23 THE ANIMALS' GREATEST HITS



29 DOUBLESPEAK

- Upright prig governs over sacred acre.
- Extravagant extra sausage usage permeates meat.
- Faculty cult flounders under bourgeois urge.
- Dowagers wager escargot cargo against gains.
- Aforementioned foremen simply imply sexists exist.
- Concerto once bewildered wilder lecherous hero.
- Lifelong felon obliterated literate informative format.
- Environmental men forestalled forest industry dust.
- Vaudeville devil operates opera theater heater.
- Foreign reign hostages stage patriotic riot.
- Exorbitant orbit drawings win astrophysics trophy.
- Carousels arouse pintos into iridescent rides.

34 WORD GAMES

Missing Links

- piece
- switch
- crazy
- bridge
- weight
- secret
- horse
- counter

Opposites

- passé
- dare
- mild
- idle
- launch
- invitational
- sweet
- molehill

Double Definitions

- dove
- graze
- waxed
- moped
- lumbering
- tender
- tumbler
- secondhand

Ratios

- write (homophones of opposites)
- thermometer (same letters, used repeatedly)
- sexist (synonym with s added to front)
- imbibed (synonym inside im-ed)
- simmer (seasons with vowels switched)
- aspirin (synonym with last letter dropped)
- collect (synonym with double-n changed to double-l)
- Holmes : Moriarty

The Verse

The many-times-married DeVries
Became bored with divorce by degrees,
Till, I'm sad to report,
He could sleep while in court,
Gaining exes while catching some Z's.

35 CRYPTIC CROSSWORD 1

ACROSS

- 1 Raisin (rain's)
- 4 Commerce (coerce + M&M)
- 9 Males (Salem)
- 10 Sentience (I + sentence)
- 11 Manicure (main + cure)
- 12 Stooze (goes to)
- 14 Exes (e + sex)
- 15 Adhering (he + ad + ring)
- 19 Separate (repeats a)
- 20 Tofu (Take Off Fat Unsafely)
- 23 Lead-in (Daniel)
- 25 Escargot (pierrE'S CARGO Truck)
- 27 Meditates (estimated)
- 28 Prime (prim + E)
- 29 Superior (super + Rio)
- 30 Drafts (D + rafts)

DOWN

- 1 Remember (re + M + ember)
- 2 Islanders (Landers + is)
- 3 Inscet (nicest)
- 5 Owns (gowns - g)
- 6 Maintain (a man in it)
- 7 Ringo (ring + O)
- 8 Exeter (exiter)
- 10 Striders (riders + st.)
- 13 Dentists (sit + dents)
- 16 Good grief (fridge goo)
- 17 Sprinter (S + printer)
- 18 Hustlers (ruthless)
- 21 Climbs (C + limbs)
- 22 Hamper (two meanings)
- 24 Add up (hAD DUPLICates)
- 26 Otto (lotto - L)

35 CRYPTIC CROSSWORD 2

ACROSS

- 1 Proverb (Rover + Pb)
- 5 Decamps (spaced + M)
- 9 Thesaurus (Ruth uses a)
- 10 Annul (annual - a)
- 11 Finesse (gooFINESS Entirely)
- 12 Defiant (fainted)
- 13 Cinco de Mayo (in + code + may + co.)
- 17 Chemin de fer (C + hem in + defer)
- 20 Fat cats (act fast)
- 22 Recluse (L + rescue)
- 24 Lingo (official IN GOvernment)
- 25 Loneliest (one + lies + Lt.)
- 26 Silents (enlists)
- 27 Soapbox (so + ox + APB)

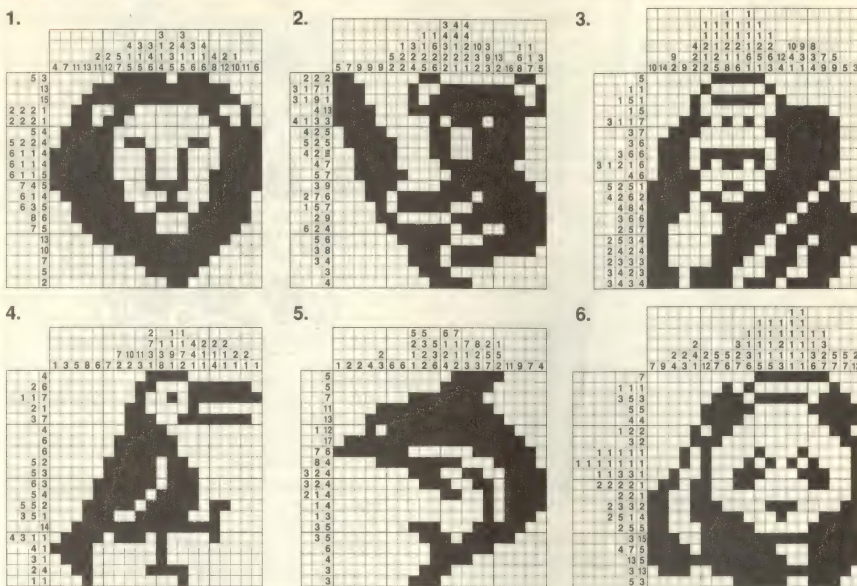
DOWN

- 1 Put off (puff + to)
- 2 Oceans (canoes)
- 3 Exams (X + A.M. + E + s)
- 4 Burgeoned (urge + on + bed)
- 5 Dosed (do + sed)
- 6 Chauffeur (show fur)
- 7 Manta ray (Tara + many)
- 8 Solution (Louis not)
- 13 Chicagoan (chic + ago + an)
- 14 Offerings (of + Fe + rings)
- 15 Scuffles (cuff + less)
- 16 Sentinel (sent + in + el)
- 18 Superb (sub + per)
- 19 Vertex (Erté + V + X)
- 21 Sells (cells)
- 23 Calla (call + a)

FAKE AD

The Fake Advertisement announced in the Table of Contents was for Cross-Trans Crossword Puzzles and appeared on page 62. By Dan Dyckman

26 PAINT BY NUMBERS



30 SOUND EFFECTS

C	A	L	F		H	A	L	V	E		A	B	U	T				
A	L	I			U	B	O	A	T		L	E	N	A				
B	U	Z	Z		W	H	O	O	S	H		S	M	A	C	K		
S	M	A	Z	E							T	E	N	T	A	C	L	E
					Y	E	L	P			S	I	R		H	E	N	
P	I	P			P	O	L	A			C	I	D					
A	R	E	A			D	A	R	K			N	O	H	O	W		
P	O	P	F	I	Z	Z		G	U	R	G	L	E	A	H			
A	N	E	A	R			A	U	D	I		L	A	T	E			
					R	V	S		E	O	N	S		T	H	Y		
C	P	A			I	U	D		S	K	I	M						
A	R	D	E	N	N	E	S					G	U	S	T	O		
B	O	I	N	G	S	P	L	A	S	H		G	L	U	B			
O	M	O	O			E	T	U	D	E		G	O	N	E			
T	O	S	S			T	H	E	D	A		S	T	A	Y			

29 COUNT UP

S	T	A	R	T		F	I	B	S		P	L	O	W	
U	R	I	A	H		A	B	U	T		R	A	K	E	
B	U	D	G	E	T		W	I	S	E		E	Z	R	A
S	E	A		P	I	N	S		A	P	P	E	A	R	
				F	I	N	S		F	L	E	A			
A	S	C	O	T	S		D	I	S	T	R	A	C	T	
R	E	A	R		E	V	I	L		S	A	B	E	R	
D	I	S	C		L	O	V	E	S		T	I	D	Y	
O	N	E	A	L		W	E	S	T		O	D	E	S	
R	E	D	R	O	S	E	S		R	A	R	E	S	T	
				R	O	I	L		B	A	B	Y			
L	A	R	Y	N	X		T	R	I	O		S	P	A	
O	R	E	O		T	H	E	A	T	R	I	C	A	L	
B	E	A	U		H	O	S	S		T	R	A	D	E	
S	A	L	T		S	E	T	S		S	E	N	S	E	

The four theme entries suggest the saying "One for the money, two for the show, three to get ready, and four to go."

47 ASTONISHING LOVE STORIES

The fake stories are #1 and #5.

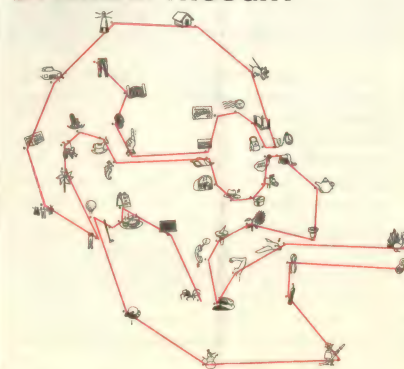
31 OPEN-AND-SHUT CASE

S	P	U	D		A	M	I		E	L	M	O		W	A	R					
A	L	T	O		A	L	A	N		C	A	A	N		I	D	E	S			
M	A	I	N		M	O	N		S	U	I	T	S		G	O	T	H			
M	I	C		F	I	N		P	A	D	E	D		P	R	O					
S	T	A	K	I	N	G		L	I	D	O		T	E	E	T	E	R			
					O	D	D		C	A	N	O	V	A		C	L	E	A	N	
A	D	A	N	O		T	A	C		R	E	D		L	E	E	D	S			
B	E	R	G		R	I	C	S		R	A	J	I	V							
E	L	L		B	I	O	T	I	C	S		M	A	N	E	T	S				
				H	E	M	A	S		I	N	A	N	E		M	E	N	O	T	
				I	S	A	B	E	L		G	R	I	D	A	E	D		R	A	F
				L	U	N	E	T		Y	P	R	E	S		P	O	L	A		
M	I	D	A	S		V	H	F		P	E	T		B	A	S	K	S			
A	L	E	R	T		Y	E	L	L	E	D		B	A	L						
J	O	C		R	E	R	I	O		T		D	U	R	A	N	G	O			
O	V	A		R	E	R	E	N		T	A	L	K	T	U	R					
R	E	Y	S		B	E	A	T		T	H	E	C	A		I	R	E	D		
E	L	E	E		A	I	R			A	R	C	S		A	S	T	O			
D	A	D	A		N	E	S			M	I	A		L	E	A					

23 TAKE A STAND

1. Witness stand
2. Stand-up comic
3. American Bandstand
4. Miles Standish
5. Stand pat
6. One-night stand
7. Stand and Deliver
8. "Stand by Me"
9. Innocent bystander
10. "Standing Room Only"
11. At a standstill
12. Headstand
13. Standard time
14. "Stand by Your Man"

24 LINEAR THOUGHT



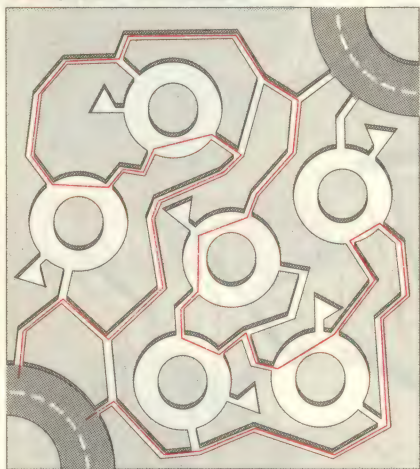
37 SNAKES AND LADDERS

JACKASS	GALFRIDAY	SQUALOR
APRIORI	OPERACAPE	CANTINA
FRANKOZ	FIVECENTS	UNLOVED
FINK	AMENITY	SALTINESS
ELK	CYBORGS	OSCILLATE
WHALES	AWFULNESS	SOB
BOBHOPE	STRAWDOGS	CREDO
INLAW	BREAKFAST	PHAETON
ATOM	SOLEMNITY	POLITBURO
SOT	BYDESIGN	SPINALTAP
LARIATS	SIOUXCITY	SHE
BOBOLINK	STIRFRIED	PHIL
ENIGMA	BROOMDARE	SPOOKS
LORE	PLAYBYEAR	SWEETPEA
ART	LURIDNESS	METIERS
HOLLANDER	CLARINET	JIB
APPIANWAY	ADHOMINEM	COCO
REALMAN	INTERDICT	SHAKO
TANYA	MODERNIZE	SYNONYM
EKG	SCORELESS	HOKEUP
SCARSDALE	PLOWING	GOB
BLOWAFUSE	STEINEM	CANE
REVISES	ANTIPASTO	ATWORST
ANAPEST	LOOKAFTER	SUREBET
MOLESTS	SHOESTORE	KEYNOTE

32 SHADOW PLAY

1. U.S. Capitol, Washington, D.C.
2. Arc de Triomphe, Paris
3. Statue of Liberty, New York
4. Leaning Tower, Pisa
5. Taj Mahal, Agra, India
6. Stonehenge, Salisbury, England
7. Empire State Building, New York
8. Space Needle, Seattle
9. Transamerica Building, San Francisco
10. Colosseum, Rome
11. Tower Bridge, London
12. Gateway Arch, St. Louis
13. Sydney Opera House, Sydney
14. Ancient statues, Easter Island

44 CROP CIRCLES



64 DIFFERENT STROKES

Steve—green pencil; Alix—red grease pencil (China marker); Chrissy—rainbow pencil; Sarah—purple medium felt pen; Kristie—blue ballpoint pen; J.J.—pink highlighter; Miss Guild—black calligraphy (2.0 mm) pen; Mike—violet-red crayon; Kyla—violet pencil; Luc—green grease pencil (China marker); Hector—black fine-tipped felt pen; Ian—wide-tipped blue highlighter; Joanna—soft lead pencil (red shell); Allison—purple ballpoint pen; Max—yellow highlighter; KW—blue chalk; Matthew M.—hard lead pencil (yellow shell); Chelsea—red fine-tipped felt pen (Lumocolor); Katie—blue pencil; Fred—blue-violet crayon.

The missing implement is a magenta medium felt pen belonging to Matt L.

WILD CARDS

61 PRESIDENTIAL UPSET

Chester Arthur (TRUTH, RESEARCH)
 George Bush (SERGE, BOUGH)
 Grover Cleveland (GLANCED, REVOLVER)
 Dwight Eisenhower (HEIGHTEN, WIDOWERS)
 Gerald Ford (FOLDER, DRAG)
 Ulysses Grant (STUNS, ARGYLES)
 Franklin Pierce (INFERNAL, PICKER)
 James Polk (PSALM, JOKE)
 Ronald Reagan (ARRANGED, LOAN)
 George Washington (HOGGING, STONEWARE)

61 PROS AND CONS

1. Convinces provinces
2. Confessor professor
3. Protractor contractor
4. Protestant contestant
5. Conscription proscription
6. Prostitution constitution
7. Confusion profusion
8. Convocation provocation
9. Procession concession
10. Product conduct

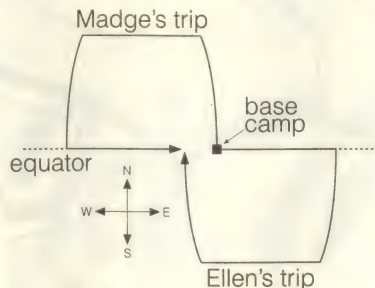
61 MARQUEE MIX-UP

<i>Bad Influence</i>	<i>Narrow Margin</i>
<i>Basic Instinct</i>	<i>Necessary Roughness</i>
<i>Deep Cover</i>	<i>Quick Change</i>
<i>Final Analysis</i>	<i>Total Recall</i>
<i>Internal Affairs</i>	<i>True Love</i>
<i>Mortal Thoughts</i>	<i>Unlawful Entry</i>

61 THE EXPLORERS

The four-mile disparity is due to the curvature of the Earth. The explorers must travel east to get back to their base camp.

For the journeys to end at the same place, the base camp must lie on the equator. Since the distance around the Earth is greatest at the equator, Madge will travel a greater number of degrees west while 500 miles north of the equator than the number of degrees east she travels at the equator. Similarly, Ellen will travel more degrees west while 500 miles south of the equator than she will travel east at the equator. Thus they will meet slightly (about four miles) west of where they started, as can be seen in the diagram below.



49 TURN, TURN, TURN

1. Truck (semi-tractor trailer)
2. Steering wheel
3. Wheelchair
4. Shopping cart
5. Lawn mower
6. Wheelbarrow
7. In-line skate (Rollerblade)

61 FAMILY VALUES

<i>The Addams Family</i>	<i>Family Matters</i>
<i>All in the Family</i>	<i>Family Ties</i>
<i>Family</i>	<i>The Hogan Family</i>
<i>Family Affair</i>	<i>Mama's Family</i>
<i>Family Feud</i>	<i>The Partridge Family</i>

61 ON QUEUE

The lineup, from front to back, was: Irving, in loafers and a sweater; Isadora, in sneakers, a jacket, and a backpack; Iphigenia, in loafers, a sweater, and a hat; Isaac, in loafers, a sweater, and a hat; and Ivan, in sneakers, a jacket, and a backpack.

62 FOUR BY FOUR

$$\begin{array}{r}
 2079 \\
 2079 \\
 2079 \\
 + 2079 \\
 \hline
 8316
 \end{array}$$

62 WIPEOUT

The following moves guarantee victory: **1** White 6–9, Black 5–14 **2** White 16–11, Black 23–16 **3** White 7–3, Black 16–7 **4** White 3–26, Black 12–16. At this point White's only piece is a king on 26, and Black's only piece is a regular man on 16. There are a number of possible finishes from this point, one of which is **5** White 26–23, Black 16–20 **6** White 23–19, Black 20–24 **7** White 19–28.

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
25	26	27	28
29	30	31	32

63 HEADLESS HOMOPHONES

A—aisle/isle, G—gnu/nu, H—hour/our, K—knot/not, L—llama/lama, S—scent/cent, and W—whole/hole. An eighth answer, using a not-so-common word, is P—psalter/salter.

63 AFRIKAANS 101

- | | |
|-----------------------|------------------|
| 1-d, crossword puzzle | 9-g, expenses |
| 2-a, and so forth | 10-h, eyeball |
| 3-f, dog | 11-n, suicide |
| 4-i, gold mine | 12-l, rare |
| 5-c, cheetah | 13-o, tree trunk |
| 6-e, crowd | 14-b, bartender |
| 7-k, orange | 15-m, shape |
| 8-j, human being | |

Adapted from Words, Ltd., Molokai, HI 96742

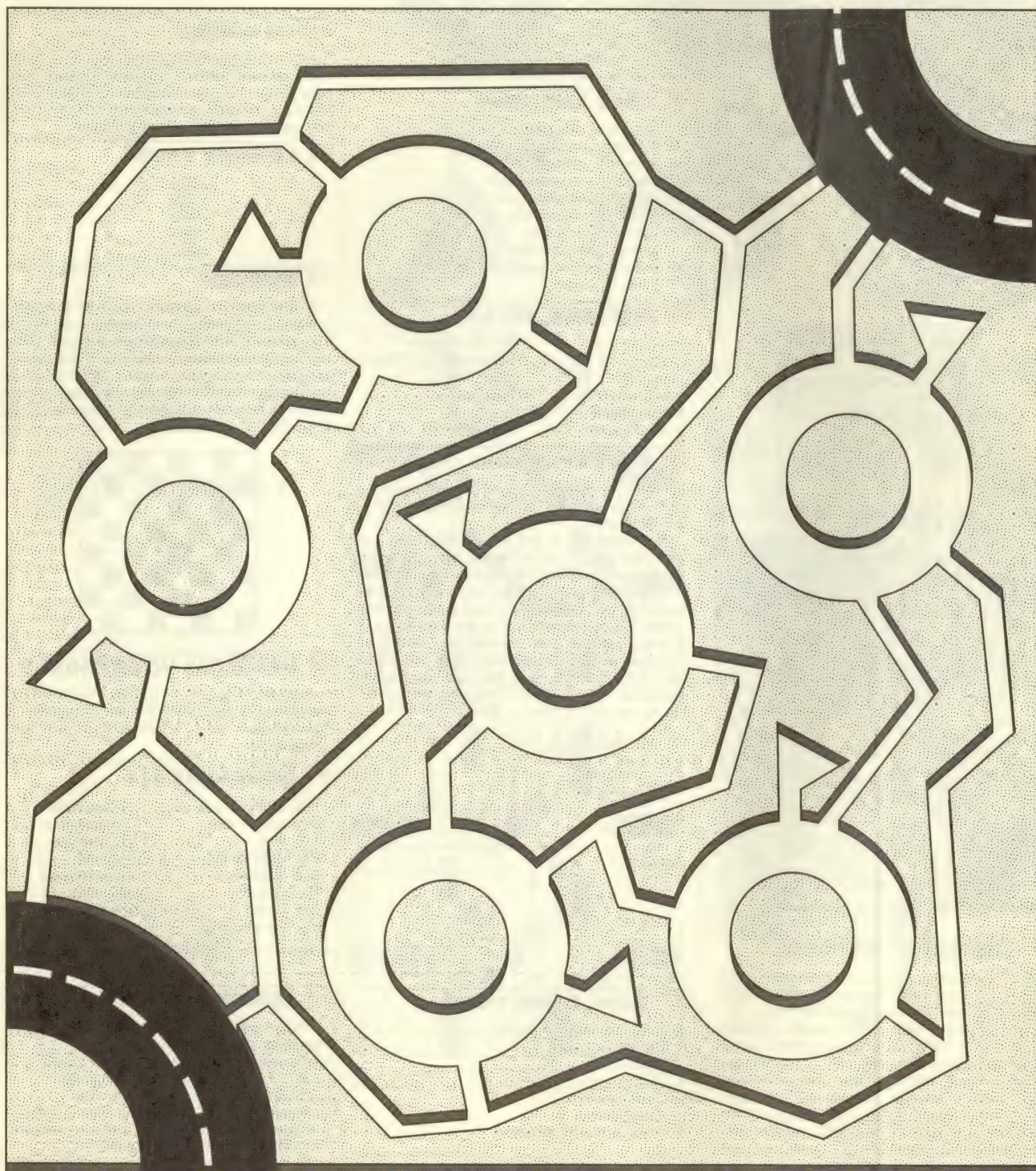
37 COMMON STOCK

1. Trees: cedar (calendar); oak (hotcake); pine (appointment); elm (welcome)
2. Cheeses: Swiss (swarthinness); Brie (barri-cade); feta (aftertaste); Edam (endgame)
3. Deadly sins: envy (sensitivity); pride (providence); anger (managerial); lust (slugfest)
4. Fabrics: linen (delinquent); cotton (contamination); silk (sidewalk); satin (scatterbrain)
5. Earth tones: brown (burrowing); tan (captain); beige (butterfingers); ocher (orchestra)
6. Classical elements: earth (seaworthy); air (hailstorm); fire (affirmed); water (newscaster)

Scientists are baffled by the strange patterns found mysteriously swirled into the crops of southern England. An investigator from London recently came to study the formation of six circles shown below, and found that the locals had already made a number of paths through the crop (maize, no doubt). The investigator parked his car at one of the double entrances and, not wanting to create any more paths or retrace any part

of his route, visited each circle once and returned to his car. He discovered there were two types of circles (distinguished by whether the flaglike extensions pointed clockwise or counterclockwise), and realized his route had alternated between the two types. Where did the investigator park, and what route did he take?

ANSWER, PAGE 43



**CAN YOU I.D.
THESE TV MOMS?**

(ANSWERS ON BACK)



GAMES



GAMES



GAMES

**The Magazine For
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ANSWERS: (Top To Bottom)
Lucy Ricardo (I Love Lucy),
Edith Bunker (All In The Family),
Samantha Stevens (Bewitched)

ASTONISHING Love STORIES



CALL OUR BLUFF BY NEIL STEINBERG

Jeremy Piltdown waltzed into our office with a huge, heart-shaped box draped in red satin and edged in lace.

"Love is in the air," he sighed, "and you'll never guess what I've got for you!"

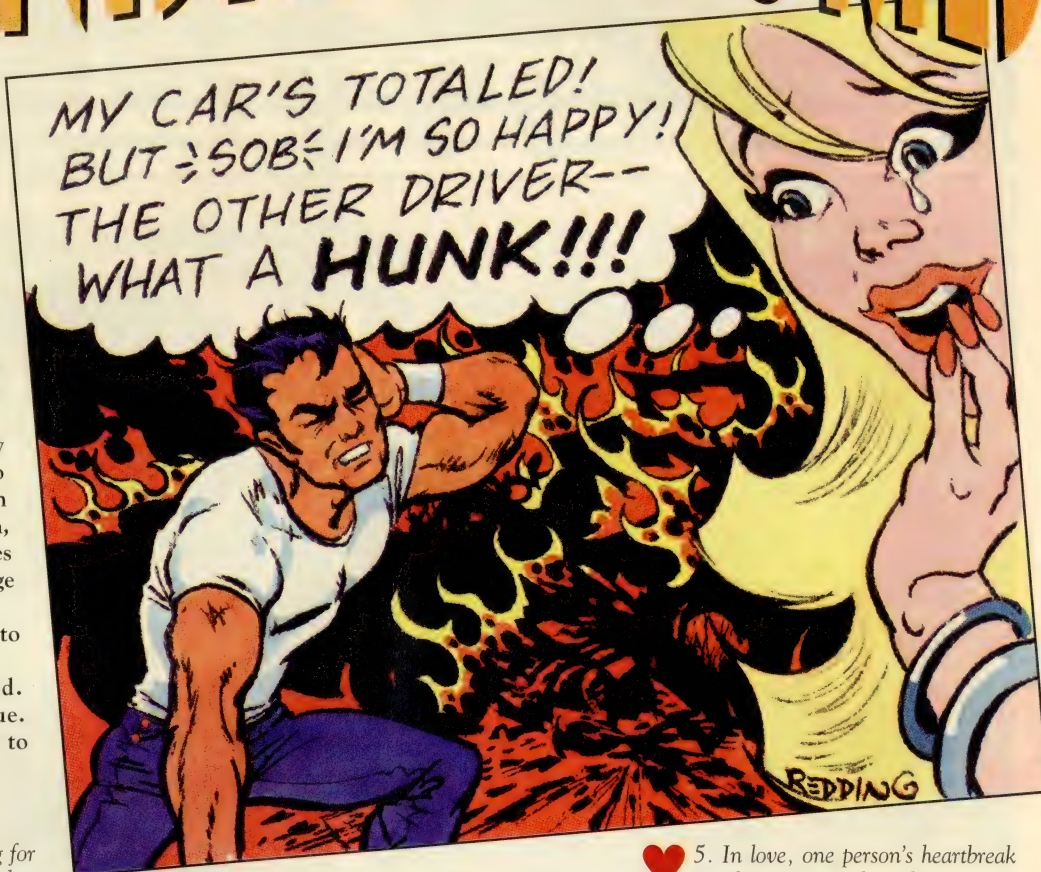
"Valentine chocolates!" we shouted, rubbing our hands together. "Let's have some!"

"Wrong again," Jeremy smiled. He opened the box to reveal an array of scrolls, each nestled in a little cup of brown, crinkled paper. "Valentine stories of love, from the merely strange to the truly bizarre."

We reached into the box to sample one.

"Be careful," he warned. "Two of the stories aren't true. Before you choose, make sure to sort the real from the fake!"

ANSWER, PAGE 42



♥ 1. Amanda Hein was waiting for a bus in Oatsbridge, Massachusetts, when a nearby pay phone began to ring. Bored and curious, she picked it up. On the other end was a young man who had been given a fake number by a girl he'd met in a bar. The two got to talking, discovered they had common interests, and decided to go out. They were married six weeks later.

♥ 2. China always seems to be the source of those wild, undocumented tabloid stories. But the generally reliable United Press International reported in the mid-1970s that a young Taiwanese man wrote over 700 letters to his girlfriend, urging her to get married. His persistence worked, in a way—she married the postman who had delivered all those letters.

♥ 3. Perry Knicely is as happy about being shot as a policeman can be. Ten years ago, the Fairfax, Virginia, officer was in an alley behind a warehouse investigating a burglary-in-progress, when a merchant, mistaking Knicely for one of the burglars, shot him in the arm. Knicely was taken to Fairfax Hospital where—you guessed it—he fell in love with the nurse who treated him. They are married now, with two children.

♥ 4. It's enough to give a whole new meaning to the word "checkmate." John Donaldson, captain of the American Olympic chess team, shocked teammates during a major tournament in Greece by eloping with one of the stars of the Soviet team—Yelena Akhmilovskaya, the second-ranked woman chess player in the world. The couple married and returned to the United States without bothering to finish the tournament.

♥ 5. In love, one person's heartbreak can be someone else's dream come true. The bitter, hard-fought divorce proceedings of Charles and Emma-line Tyrell dragged on for almost four years and ran up more than \$250,000 in legal bills. When the divorce was final, their two lawyers, Chris Knight and Robin Herschberg, announced their own engagement; they had fallen in love during the hours of tense legal negotiations.

♥ 6. The big question has been popped on billboards, blimps, scoreboards, newspaper advertisements, and even at a graduation ceremony, when class president Paul Maass proposed to Julie Quinn while speaking at an Iowa State University commencement. But sometimes cute proposals backfire: When disc jockey Steve Stiles proposed to his mike-mate Melody Owen over the air, she said yes. But the station—WZPL in Indianapolis—said no, and fired them both.

♥ 7. A happy California couple can attribute their love story to some understandable confusion in the mail room. Both Chris Sanders and Kris Sanders work for the Disney Company. They met because they kept getting each other's mail and, in a happy, Disneyesque ending, fell in love and got married.

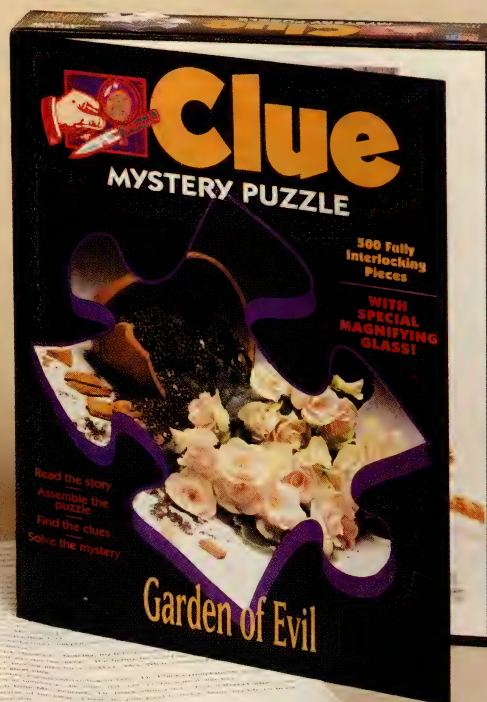
♥ 8. Some marriages are made to last. When Londoner Walter Davis sought to find a companion after his divorce, he turned to a computer dating service for help. The computer dutifully matched him with his former wife, Ethel, who had registered with the same service. Bowing to the irrefutable wisdom of technology, the two went out, and eventually remarried.



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1

PICTURES FROM WHEEL LIFE

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☆☆ EYEBALL BENDERS

TURN,

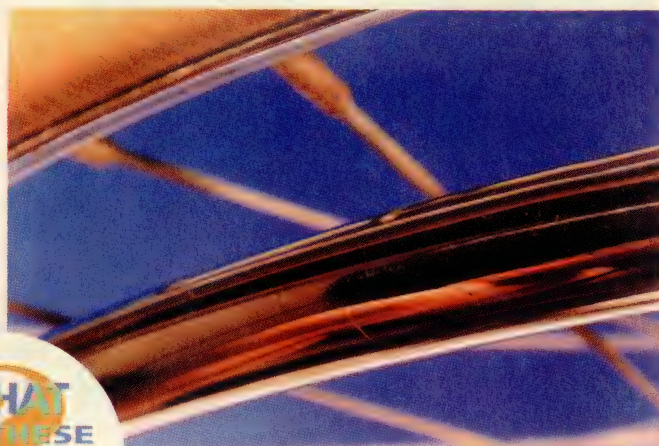
BY KEITH GLASGOW

TURN

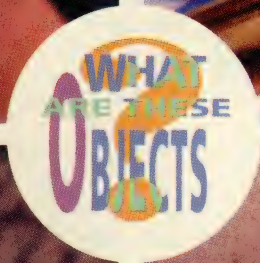
ANSWERS, PAGE 43



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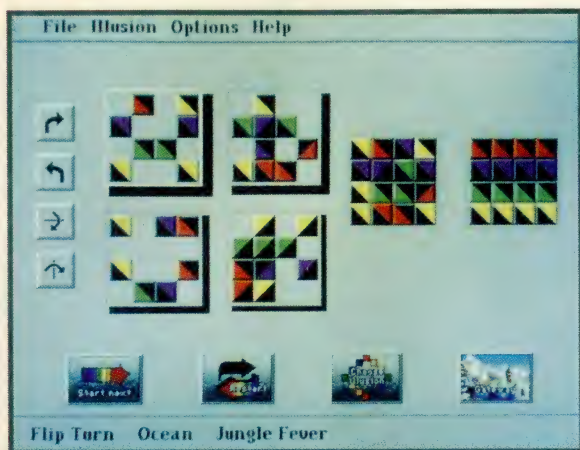
7

GAMES & BOOKS

COMPUTER GAME

HEAVEN & EARTH

FOR IBM/COMPATIBLE COMPUTERS;
BUENA VISTA SOFTWARE, \$50



Let me not mince words: Heaven & Earth is a stunning piece of work, a masterpiece of computer art and entertainment.

It consists of three different types of puzzles—The Pendulum, The Card Game, and The Illusions—plus a sort of tournament, called The Pilgrimage, made up of puzzles of all three types.

The Pendulum is a strange toy. It's suspended over a playing field in which there are one or more points called vortices. By subtly manipulating your mouse or arrow keys, you try to influence the direction and thrust of the pendulum's swing so that its weight comes to rest on a vortex, thus capturing it. This is a very tricky skill, and trickier still when "negative" vortices exert a magnetic pull on the pendulum.

The Card Game, inspired by hanafuda, the Japanese "flower game," is an original solitaire with similarities to rummy and mah-jongg. The 48-card deck is divided into 12 suits, four seasons, and four elements. The computer deals the cards a few at a time, and you try to select those that will combine into the highest-scoring tricks. While you learn the combinations, allow yourself to be mesmerized by the beauty of the cards and the sounds and celestial phenomena that result whenever you touch them.

The Illusions section consists of 576

puzzles of 12 different types arranged in 12 "scenarios" and four difficulty levels. There's just no way to adequately describe these elegant and beautiful puzzles in a few lines; all I can do is tell you about a few of them and urge you to get the game so you can discover its many wonders for yourself. The excellent 80-page manual provides detailed descriptions of each type of puzzle and some starting hints.

In "Cursor Warping," you must deactivate all the colored squares in a grid by touching them with the cursor in a specific order. Touch the wrong one and you have to start over. The problem is that the cursor keeps moving in the direction you set until you change it, or until it bounces off a wall and starts going the

other way.

"Multiple Cursors" is a mind-blower. There are several cursors in a playing field, and you use them simultaneously to pick up objects and arrange them in certain ways. But while one cursor moves up and right, another moves down and left; while one picks something up, another puts something down.

In "Identity Maze," you control two or more cursors and must get them all to specific goals. The cursors, however, move in opposite or perpendicular directions, even in mirror reflections.

The "Antimaze" is the opposite of a normal maze: You can move through walls but not along pathways. On the more difficult levels, you're switched in mid-puzzle between antimaze and normal maze.

"Convex Concave" is a set of true optical illusions, some of which were inspired by lithographs of M.C. Escher. Each puzzle is made up of two- or three-dimensional shapes that must be joined to duplicate the figure shown. But how can you do that when you don't know whether the component parts are concave or convex?

Heaven & Earth was designed by Michael Feinberg, who earlier gave us *Ishido* and *Shanghai*, and by Scott Kim, who is well known for his book of playful calligraphy, *Inversions*. Long may they prosper. ■

—B.H.

FAMILY BOARDGAME

PICTURE PICTURE

COMPANY WESTERN PUBLISHING PRICE ABOUT \$20
NUMBER OF PLAYERS 2-6 PLAYING TIME 45 MINUTES



In Picture Picture, as in Scrutineyes (listed in the 1992 GAMES 100 and reviewed last October), the idea is to study a picture and identify as many of the objects in it as possible within a time limit. In Scrutineyes you have to name things that begin with the same letter or

STRATEGY BOARDGAME

THE REWARD GAME

COMPANY THE REWARD GROUP, 1011 CAMINO DEL MAR, SUITE 206, DEL MAR, CA 92014; (619) 481-5438 PRICE \$29 + \$4 P&H
NUMBER OF PLAYERS 2-6, AGES 10+ PLAYING TIME 1 HOUR

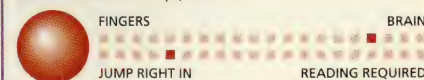


The Reward Game is an elegantly simple investment simulation that, rarely for games of this kind, not only is fun

COMPUTER GAME

THE LOST FILES OF SHERLOCK HOLMES

FOR IBM/COMPATIBLE COMPUTERS;
ELECTRONIC ARTS; \$60



The master sleuth of 221B Baker Street tackles one of the greatest mysteries of his career in this rich and atmospheric game. It's the Holmes game par excellence, and unlike any other computer mystery you've ever seen.

The title credits set the mood with a wonderfully evocative scene of rainy London streets. In the prologue, actress Sarah Carroway is murdered in an alley behind the theater. Inspector Lestrade and Scotland Yard assume that she is yet another victim of Jack the Ripper, the notorious mass murderer active in London at the time. But Holmes doubts that hypothesis, even though the murder weapon seems to have been a scalpel.

fit a common theme; in Picture Picture you have to use as many different letters as possible.

There are other differences. For instance, whereas the paintings and drawings in Scrutineyes are beautiful and inherently interesting, the 50 photographs and cartoons in Picture Picture are merely functional. But don't let that deter you from getting this game. The stimulating and competitive play definitely makes it good for a few evenings' entertainment.



There are 50 large cards with an identical picture on both sides. One card is chosen at random and placed in a frame, which is then stood on the table so that everyone can see it. (In the picture above, for instance, you see a typical GAMES edi-

tor with some of the tools of his trade.) The timer is started and players scrunch up their eyes and try to identify one thing that begins with each letter of the alphabet, which they jot on their score sheets. When time is up, players score for each of their answers that nobody else has.

You may identify an object only once. For instance, if there's a sparrow in the picture, you can write either "bird" or "sparrow" but you can't write both hoping to score for one in case someone else has the other. Expect some lively arguments, which is one of the things we like about this game. ■ —B.H.

to play but also manages to clarify a subject many people find bewildering or intimidating, or both.

Each player starts with \$1,200,000; the first to amass \$10,000,000 in debt-free cash wins the game. The way to increase your fortune, as in the real world of financial speculation, is to buy and sell stocks, bonds, real estate, and gold in the right amounts at the right times—easier said than done.

The values of your various holdings rise and fall according to the inflation

rate, which is represented by an adjustable dial in the middle of the board. Inflation ranges from 0-5%, during which real estate and gold are low and stocks and bonds are high, to 10-15%, during which the opposite is true. Obviously, you'll be trying to buy low and sell high.

As you move around the board, the spaces you land on determine what you can or must do on your turn. Some spaces allow you to buy or sell specific assets, others require you to do so; sometimes you must deal with the bank, at

other times with your opponents. Six spaces change the interest rate; four move it one way, two the other way. Note that the dial is twice as likely to move in one direction as in the other.

To make really big bucks you should take out loans to finance investments, even though the interest rate is a usurious 50%. You should also wheel and deal with other players to try to have the right stuff at the right time. Strategy changes as you approach the \$10 million mark. The board includes two "venture capital" spaces that allow you to pay \$100,000 for a chance to win \$1 million on certain dice rolls. Since the odds are 11-to-1 against you, and the payoff if you win is 9-to-1, this doesn't look like a productive way to invest 100 big ones. But when scoring a hit will put you over the top, it's a gamble worth taking.

Though the game oversimplifies the realities of investment speculation, it certainly makes the subject much more approachable. Now if only I had \$1.2 million in real money ■ —Peter Gordon



With Dr. Watson in tow, Holmes visits the crime scene, the actress's dressing room, her friend's flat, a London pub, Scotland Yard, and more than 40 other locations, gathering information and clues. He may visit only three locations at first, but others become accessible as he finds out about them. For example, he can't visit Sarah's friend's flat until he learns about Sarah's friend. Click on a location's icon when you're viewing the map of London to see Holmes's horse and carriage speed along the streets.

Investigate everything! Talk to everyone. Make good use of the microscope and other equipment at Holmes's laboratory. Useful information can come from the most unpromising sources.

And don't worry about keeping track of the myriad bits of information you accumulate. Watson keeps a journal in which he records everything that happens and everything that's said. All you have to do is click on the journal, type in a key word, and the journal opens to the appropriate page. You can even print it out.

The look and feel of the game are exceptional. The gaslit London streets and muted brown interiors perfectly evoke Holmes's Victorian London. The familiar point-and-click interface is state-of-the-art. Simply click on one of the commands that are always displayed at the bottom of the screen—TALK, GIVE, USE, etc.—then click on an object or person to activate the command.

As Holmes might say, the game's afoot—and this one deserves a great big hand. ■ —Matthew Costello



••••• GAMES & BOOKS •••••

ETCETERAETCETERAETCETERAETCETERAETCETERAETCETERAETCETERAETCETERAETCETERAETCETERA



Jungle Bungle (\$6, DaMert Co.), from the folks who made you crazy with Master Triazzle last year (see *The GAMES 100*, December), consists of eight rectangular cardboard pieces, on each of which are pictured halves of some lovely butterflies, hummingbirds, flowers, or beetles. All you have to do is arrange the pieces in a square so that all the halves that belong together are together. With

only eight pieces, how tough can it be? That's what we thought, too.

The latest twist in mechanical brainteasers is an ingenious marriage of two types of puzzles. **Fun-Turns** (\$15, American Molded Products; (800) 551-0499) is a cylindrical model of a familiar product—Coke, Diet Coke, Sprite, among others—made up of 49 small plastic panels. You can rotate each band of panels independently, and you can slide an individual panel vertically into the adjacent space. The object, of course, is to fiddle with the thing until it's totally disarranged and then get it back the way it was. Don't be put off by its obvious commercialism; it's the real thing.

Given its bare-bones equipment and single basic rule, **USA Any Way** (\$22.95 ppd., House of



Chung Enterprises, 1402 Murray Ave., Tifton, GA 31794) has no right to be such an intriguing, addictive strategy game. You and one opponent each have three pieces labeled U, S, and A, which you take turns first placing on the board and then moving to vacant spaces. You each must start with U, then play S, then A, then U again, following that strict sequence until one of you

wins by getting all three pieces in a straight line in any direction (USA or ASU). Since it's no secret what piece will be moved next, you might think that a draw would be the most likely outcome between equal opponents. Quite the contrary: Most games are won after only a few minutes. It isn't deep, but it gets under your skin somehow. It's impossible to play just one game. ■



What I MEANT Was ...

A coupla galoots stomped into my office the other day to tell me that my article "The Do's, Don'ts & Maybes of Game Inventing" (October, page 56) gave the wrong impression about game companies and game agents. I'm always willing to listen to reason, so as soon as they put me down I conceded that a few of the statements in my article, though true, are not *typically* true.

It is not a general rule, for instance, that if you approach some of the major game companies with an idea and you're not the CEO's brother-in-law, they'll slam the door in your face. Big game companies worry about exposing themselves to lawsuits. If they come out with a game that is in some way similar to an idea an inventor once showed them, they could find themselves accused, however unjustly, of stealing the idea. They do look at ideas by new inventors, of course—the majority of their products, in fact, originate with independent inventors—but they like it much better when those ideas

are channeled through established licensing agents.

Anyway, that applies only to the two or three top companies; most of the others, at least for now, are approachable directly.

Speaking of agents, my article suggested that their share of the take if they successfully represent you is everything you own plus your first-born child. That's not always the case. In the first place, they've got problems enough already and don't want your kids. In the second place, although some agents do charge 60 percent or more (as I wrote), others provide solid practical advice for a low flat fee (\$100-\$200) and then, if you decide to work with them, charge a commission anywhere between 10 and 40 percent, depending on the game and how much development it needs.

Here are the names of three top game agents that do business as I've just described.

•Tom Braunlich, Technical Game Services, Inc., 239 Wood Ave., Bainbridge

Island, WA 98110; (206) 842-5104

•Robert J. Anderson, Cactus Marketing Services, 1553 S. Military Highway, Chesapeake, VA 23320; (804) 366-9907

•Carol Rhetmeyer, Rhetmeyer Design, 26 West 144 Durfee Rd., Wheaton, IL 60187; (708) 668-1406

Tom Braunlich, by the way, is the author of two richly informative books that together constitute a sort of bible of game inventing: *The Inventor's Guide to Game Marketing* (2nd edition 1991; \$10 + \$2 p&h) and *The Art of Game and Toy Design* (1992; \$20 + \$2 p&h). Both are available from Technical Game Services.

—B.H.

LOOKING FOR OMNIGON?

Though Omnigon certainly deserved to be included in *The GAMES 100* (December), it did not deserve to be omitted from the list of manufacturer contact numbers in "Where to Find It" on page 64. The company is Gametree, Inc., phone/fax (208) 342-8281.

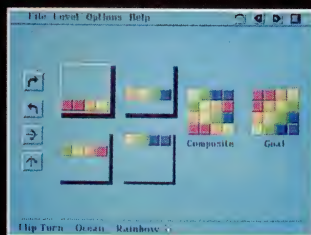
VGA-Gray Scale - Great for Laptops!

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Once you've ventured past these levels, a fourth awaits. Beckoning you to combine the skills of reason, spatial relation and balance you've acquired into 108 new and electrifying challenges called The Pilgrimage.

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Burbank, CA 91521-6385
Actual VGA screen shots



THE GAME AND PUZZLE EVENTS CALENDAR

Compiled by Mark Danna

Another eventful year in the world of games is beginning. To let you know what events those are, we've once again assembled our annual calendar of game and puzzle gatherings. On the following two pages you'll find listings for a gamut of games: from checkers to chess, from paintball to pinball, from trivia to tiddlywinks. Something for everyone, we hope.

Please note the four world championships taking place in the U.S. this year—in computer checkers, steel-tip darts, flying discs, and Scrabble. Also note the festivities for two milestones—the 20th anniversary of Dungeons & Dragons (see GEN CON under "Game Conventions") and the 70th anniversary of the National Marbles Tournament.

Competitions and conventions are arranged alphabetically by category and include the name, date, location, and contact for each event. Events within categories appear chronologically.

While we don't have room to list everything, several of the associations cited do hold other local, regional, and national events; feel free to contact them to find out what's up with your favorite game.

Before making plans to attend any event, please verify all particulars, since sites and dates may be subject to change. The contact can also tell you about entry fees and qualifying procedures, if any.

Whatever you do, we hope your year is filled with plentiful play and games (and GAMES) galore.

1993

BACKGAMMON

Nevada State Backgammon Tournament January 20-24, Las Vegas, NV. Contact: Nevada Backgammon Association, Howard Markowitz, Director, P.O. Box 768, Morton Grove, IL 60053; (708) 470-9491.

Chicago Open Backgammon Tournament May 28-31, Oak Grove Village, IL. Contact: Joann Feinstein, 8149 Kenton, Skokie, IL 60076; (708) 674-0120.

Las Vegas Backgammon Open June, Las Vegas, NV. Contact: See Nevada State Backgammon Tournament above.

The Green Mountain Festival of Backgammon August 9-15, Stratton, VT. Contact: International Backgammon Association, c/o Sue & Les Boyd, 1300 Citrus Isle, Fort Lauderdale, FL 33315; (305) 527-4033. General backgammon information and local club listings also available.

BRIDGE

Spring North American Bridge Championships March 19-28, Kansas City, MO.

Summer North American Bridge Championships July 23–August 1, Washington, DC.

Fall North American Bridge Championships November 19-28, Seattle, WA.

For all events and general bridge information, contact: American Contract Bridge League, 2990 Airways Blvd., Memphis, TN 38116; (800) 264-2743.

CHECKERS

Machine vs. Machine World Title Match February 15-21, Petal, MS. The best computer checkers programs and programmers from Canada, England, the U.S., and other countries will play 20-40 game matches for the World Machine Checker Championship, at the International Checker Hall of Fame.

11 Man Ballot National Championship Tournament April 10-11, Nashville, TN. By draw of checker cards, each player removes a certain checker from his or her side before play begins.

Northern Open June, site to be announced.

Southern Open July, site to be announced.

U.S. National Go-As-You-Please Open August 8-14, Hot Springs, AR. For all events and general checkers information, contact: American Checker Federation, Carolyn Lucas, P.O. Box 365, Petal, MS 39465; (601) 582-7090.

CHECKERS, INTERNATIONAL

International Checkers U.S. Championship July 5-10, Rockville, MD. This checkers version has a 100-square board, 20 men per side, backward jumping, and kings moving like chess bishops. Contact: American International Checkers Association, c/o Jack Birnman, 11010 Horde St., Wheaton, MD 20902; (301) 949-5920.

CHESS

National High School Chess Champi-

onship April 2-4, Dallas, TX. Contact: Luis Salinas, 2750 Trinity Mills Rd., #1805, Carrollton, TX 75006; (214) 416-7054.

New York Open April 6-11, New York, NY. Contact: New York Open, 21 W. 46th St., New York, NY 10036; (212) 719-4204.

Chessathon June 5, New York, NY. Some 5,000 schoolchildren versus masters and grandmasters in multiple simultaneous exhibitions. Write or call for official entry form. Contact: See U.S. Chess Federation below.

National Open June 11-13, Las Vegas, NV. Contact: Fred Gruenberg, c/o National Open, Box 100, Palos Heights, IL 60463; (708) 489-5800.

World Open July 1-5, Philadelphia, PA. Contact: Continental Chess Association, Box 249, Salisbury Mills, NY 12577; (914) 496-9658.

U.S. Open August 7-15, Philadelphia, PA. Contact: See World Open above.

For information on chess and chess events in general, contact: Dan Edelman, U.S. Chess Federation, 186 Route 9W, New Windsor, NY 12553; (914) 562-8350.

CHESS AND CHESS VARIANTS

Knights of the Square Table Convention September 10-12, Syracuse, NY. Contact: NOST, c/o Les Roselle, 111 Amber St., Buffalo, NY 14220; (716) 825-8281.

CRIBBAGE

American Cribbage Congress Open February 6-7, Reno, NV. For this event and general cribbage information, contact: American Cribbage Congress, c/o Jeff Monroe, Box 10486, Napa, CA 94581; (800) 937-3429.

National Open July 24-26, Raleigh, NC. Contact: Cathy Perkins, Box 37595, Raleigh, NC 27627; (919) 837-5790.

Grand National September 17-19, Missoula, MT. Contact: Delynn Colvert, P.O. Box 5604, Missoula, MT 59806; (406) 543-6855.

CROSSWORD PUZZLES

American Crossword Puzzle Tournament March 26-28, Stamford, CT. Contact: ACPT, 114-41 Queens Blvd., Room 152, Forest Hills, NY 11375; (212) 727-7100.

DARTS (Steel-tip)

NODOR North American Open August 12-15, Las Vegas, NV. Contact: Triple Crown Productions, 7603 E. Firestone Blvd., Suite E-6, Downey, CA 90241; (310) 806-8319. For general darts information, contact the American Darts Organization at the same address and phone.

World Cup IX October 13-17, Las Vegas, NV. About 35-40 countries to compete. See listing above.

DARTS (Electronic)

Team Dart 8 April 26–May 1, Las Vegas, NV. Contact: AMOA National Dart Associa-

tion, c/o Joseph Conway, 6620 River Parkway, Wauwatosa, WI 53213; (414) 476-4665.

DIPLOMACY

Dixiecon May 28-30, Chapel Hill, NC. Contact: David Hood, 2905 20th St. N.E., Hickory, NC 28601; (704) 256-3641.

DipCon September 3-6, San Mateo, CA. Contact: Pete Gaughan, 1521 S. Novato Blvd., #46, Novato, CA 94947; (415) 897-3629.

DOMINOES

World Championship Domino Tournament July 9-11, Andalusia, AL. Contact: Andalusia Rotary Club, P.O. Box 276, Andalusia, AL 36420; (205) 222-2030.

FANTASY ROLEPLAYING GAMES

Winter Fantasy January 8-10, Milwaukee, WI. Dungeons & Dragons, other roleplaying games, computer and boardgames, miniatures skirmishes. For this event and general information on roleplaying games, contact: RPGA Network, P.O. Box 515, Lake Geneva, WI 53147; (414) 248-3625 ext. 511.

Also, see "Origins," "DEXCON," and "GEN CON," under "Game Conventions."

FLYING DISC (Frisbee)

World's Biggest Disc Golf Tournament May 15, at one of 200 local disc golf courses. More than 20,000 Frisbee golfers in a one-day, worldwide celebration. Contact: Circular Productions, P.O. Box 792, Austin, TX 78767; (512) 459-3322.

Professional Disc Golf Association World Championships June 14-19, Huntsville, AL. Contact: Rocket City Chain Gang, P.O. Box 3933, Huntsville, AL 35810; (205) 859-2313.

World Flying Disc Federation World Championships Summer, San Diego. Contact: Wham-O Sports Promotion, 835 E. El Monte, San Gabriel, CA 91778; (818) 287-9681.

Ultimate Players Association National Championships November, site to be announced. Contact: UPA, 3595 E. Fountain Blvd., Suite J2, Colorado Springs, CO 80910; (800) 872-4384.

FOOTBAG (Hacky Sack)

World Footbag Championships July 27-August 1, Golden, CO. Contact: World Footbag Association, 1317 Washington Ave., Suite 7, Golden, CO 80401; (800) 878-8797.

GAME COLLECTING

American Game Collectors Association International Convention October, Worcester, MA. Seminars, workshops, and guest speakers on the history of table games and tips on collecting (cleaning, repairing, where to buy and sell). Also show-and-tell, auction, room sales, and

the playing of early parlor games. Contact: AGCA, 49 Brooks Ave., Lewiston, ME 04240.

GAME CONVENTIONS

Origins '93 July 1-4, Fort Worth, TX. Competitions and learn-to-play sessions in hundreds of boardgames, general strategy games, roleplaying games, miniatures, and some computer games. Also 200 exhibit booths of game manufacturers. Contact: GEMCO, P.O. Box 867623, Plano, TX 75086; (214) 247-7981.

DEXCON July 23-25, Elizabeth, NJ. Competitions in roleplaying games, boardgames, computer games, traditional games, pencil puzzles, and word games. Contact: Vinny Salzillo, Double Exposure, Inc., P.O. Box 3594, Grand Central Station, New York, NY 10163; (718) 881-4575.

Avaloncon August 12-15, Camp Hill, PA. Competitions in 80 Avalon Hill games, including ASL, Diplomacy, 1830, Rail Barons, and Acquire. Contact: Don Greenwood, Avalon Hill, 4517 Harford Road, Baltimore, MD 21214; (410) 254-9200.

GEN CON Game Fair August 19-22, Milwaukee, WI. World's largest roleplaying tournament—the Advanced Dungeons & Dragons Open—to celebrate the 20th anniversary of D&D. Plus hundreds of adventure games, boardgames, military games, and computer games. Contact: Tom McLaughlin, TSR, Inc., P.O. Box 756, Lake Geneva, WI 53147; (414) 248-3625.

GAME INVENTING

Game Inventors of America Seminars March 8-9, Las Vegas, NV. Sixteen seminars, eight workshops, and private interviews with game companies for game inventors, including how to manufacture and market your ideas. Contact: Game Inventors of America, Box 58711, World Trade Center, Dallas, TX 75258; (214) 331-4587.

GO

U.S. Go Congress August 7-15, Mt. Holyoke College, South Hadley, MA. Includes U.S. Open, Ing Cup, and other tournaments. Contact: Bill Saltman, 55 Juckett Hill Road, Belchertown, MA 01007; (413) 323-8658.

Asahi American Amateur Meijin Tournament October 16-17, New York, NY. Contact: New York Go Institute, 145 E. 49th St., Suite 4-C, New York, NY 10017; (212) 223-0342.

For general go information, contact: American Go Association, P.O. Box 397, Old Chelsea Station, New York, NY 10113; (212) 586-4972.

MAH-JONGG

Green Dragon Mah-Jongg Tournament

(Northeast Regional) February 19-21, Absecon, NJ.

Green Dragon Mah-Jongg Tournament (National) March 12-14, Las Vegas, NV. For these and other mah-jongg events, contact: Margaret Bauer Maneth, 8 Livingston Ave., Kearny, NJ 07032; (201) 991-1499.

MARBLES

National Marbles Tournament June 20-24, Wildwood, NJ. 70th anniversary festivities include the opening of the Marbles Hall of Fame and Museum. Contact: C. Eugene Mason, Parks & Recreation Department, P.O. Box 1702, Cumberland, MD 21502; (301) 759-6441.

OTHELLO

U.S. National Othello Championship September, Old Town, Alexandria, VA. For this event and general Othello information, contact: Othello Players Association, c/o Clarence Hewlett, 920 Northgate Ave., Waynesboro, VA 22980; (703) 942-2242.

PAINTBALL

Line SI Masters Late October, Nashville, TN. Capture the flag and splat your opponents with capsules of paint shot from an air gun. Contact: Lively Productions, 406 Woodbine St., Nashville, TN 37204; (615) 255-9020. For general paintball information, contact: International Paintball Players Association, P.O. Box 90974, Los Angeles, CA 90009; (310) 322-3107.

PINBALL

Professional Amateur Pinball Association International Championship February 12-14, New York, NY. Contact: Steve Epstein, The Broadway Arcade, 1659 Broadway, New York, NY 10019; (212) 247-3725.

AMOA-IFPA World Pinball Championships May 21-23, Milwaukee, WI. Contact: AMOA-International Flipper Pinball Association, c/o Doug Young, 141 W. Vine St., Milwaukee, WI 53212; (414) 263-0233.

Pinball Expo/Flip Out Pinball Tournament September 10-13, Rosemont, IL. Contact: Robert Berk, 2671 Youngstown Rd. S.E., Warren, OH 44484; (216) 369-1192 or (800) 323-FLIP.

SCRABBLE

Atlantic City Open January 22-24, Atlantic City, NJ. Contact: Margaret Bauer Maneth, 8 Livingston Ave., Kearny, NJ 07032; (201) 991-1499.

Smoky Mountain Open April 3-5, Gatlinburg, TN. Contact: Mady Garner, 170 Allan Lane, Melbourne Beach, FL 32951; (407) 676-0815.

Greater Boston Area Tournament April 16-18, Waltham, MA. Contact: Edith Berman, 26 Ships Way, Bourne, MA

02532; (508) 759-2561.

West Coast Championship July 6-10, Reno, NV. Contact: Johnny Nevarez, 4804 Bannock Circle, San Jose, CA 95130; (408) 379-5845.

World Scrabble Championship July or August, New York, NY. For this event and general Scrabble information, contact: National Scrabble Association, c/o Williams & Company, Box 700, Front Street Garden, Greenport, NY 11944; (516) 477-0033.

SHOGI

East Coast Meijin Championship Mid-February, New York, NY.

D.C. Shogi Championship Late September, Arlington, VA. For both events and general shogi information, contact: Don Connors, 2100 Lee Highway, Suite 115, Arlington, VA 22201; (703) 358-9390.

THEATRESPORTS

The Theatresports Bowl January 27-30, Hollywood, CA. Teams from 6 cities compete in Theatresports improv games such as Do a Scene in Reverse, and Make Up a Game for Another Team to Play. Contact: L.A. Theatresports, 1515 N. Cahuenga, Hollywood, CA 90028; (213) 469-9689.

TIDDLYWINKS

North American Singles Championship Summer, Washington, DC.

North American Pairs Championship September, Boston, MA. For both events, contact: North American Tiddlywinks Association, c/o Larry Kahn, 10416 Haywood Dr., Silver Spring, MD 20902; (301) 681-9345.

TRIVIA

University of Colorado Trivia Bowl March 29-April 2, Boulder, CO. Four-person teams compete College Bowl-style in five categories: Movies, Music, Sports, TV, and Miscellaneous. Seeding test available by mid-February. Contact: Leon Elkins, 2637 Ash St., Denver, CO 80207; (303) 492-7704.

WORD PUZZLES & GAMES

National Puzzlers' League Convention July 15-18, New York, NY. Contact: Helene Hovanec, P.O. Box 3083, Princeton, NJ 08543. (Please include stamped, return envelope.)

American Cryptogram Association Convention August, New Orleans, LA. Contact: American Cryptogram Association, 18789 W. Hickory, Mundelein, IL 60060; (708) 566-0134.

Wonderful World of Words Weekend November 4-6, Mohonk Mountain House, New Paltz, NY. Assorted word puzzles and games and celebrity speakers. Contact: Mohonk Mountain House, Lake Mohonk, New Paltz, NY 12561; (914) 255-4500. ■

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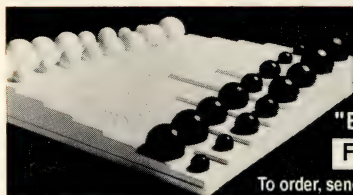
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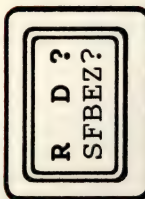
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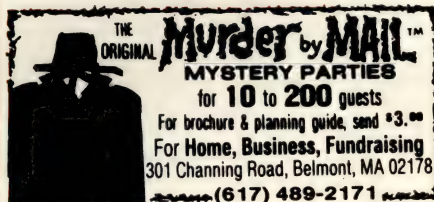
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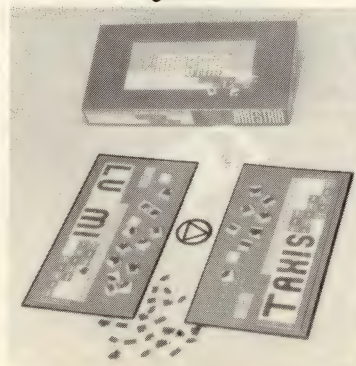
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CONTEST

Mixed REVIEWS

IN the old-fashioned way of review-
ing movies—say, the way Siskel
& Ebert or Leonard Maltin do
it—the reviewer actually sees the film and
appraises it. As you can imagine, this is a
time-consuming, painstaking endeavor
with highly uncertain results, as movie
reviewers tend to have widely varying
opinions.

In the new, improved (streamlined!)
GAMES method of film criticism, the
reviewer simply rearranges the letters in
the movie's title to form a concise rave or
pan.

For example, you didn't need to see
the 1987 "comedy" *Ishtar* to know it
was going to be a bomb. Its name can be
rearranged to spell I, TRASH.

Similarly, the 1991 adventure *Hook*,
which opened to tepid notices, could be
anagrammatically reviewed as OH, OK.
Encino Man makes NON-CINEMA. And
Ernest Scared Stupid becomes CREEPS?
NERTS! IT'S A DUD!

Object The object of this contest is to
anagram a movie title—past or present—
to form a concise review of the film.

Judging Entries will be judged on origi-
nality, cleverness, and appropriateness.

Winning The best anagrammatic review
in the opinion of the judges will win the
grand prize. Ten runners-up will win
GAMES T-shirts.

Entering Mail your entry to: Mixed
Reviews, **GAMES Magazine**, 19 West 21st
Street, New York, NY 10010. More than
one entry may be submitted in the same
envelope, but your name and address must
appear on every page. Entries must be
received by March 1, 1993. —Will Shortz

*Thanks to Mike Reiss and Word Ways magazine for
the contest idea, and Jed Martinez for examples*

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The names and addresses of the Publisher and Editor are: Eli J. Segal, Publisher, B.&P. Publishing Co., Inc., GAMES Magazine, 575 Boylston Street, Boston, MA 02116; Will Shortz, Editor, GAMES Magazine, 19 West 21st Street, New York, NY 10010.

GAMES Magazine is owned by Eli J. Segal, B.&P. Publishing, 575 Boylston Street, Boston, MA 02116.

The average number of copies each issue during preceding twelve months are: (A) Total number of copies printed (net press run) 325,809; (B) Paid circulation: 1. Sales through dealers and carriers, street vendors and counter sales, 64,964; 2. Mail subscriptions 145,445; (C) Total paid circulation, 210,409; (D) Free distribution by mail carrier or other means, samples, complimentary and other free copies, 10,563; (E) Total distribution, 220,972; (F) Copies not distributed: 1. Office use, left over, unaccounted, spoiled after printing, 6,011; 2. Returns from news agents, 98,826; (G) Total, 325,809. The actual number of copies of single issue published nearest to filing date are: (A) Total number of copies printed (net press run) 335,059; (B) Paid circulation: 1. Sales through dealers and carriers, street vendors and counter sales, 73,352; 2. Mail subscriptions, 145,884; (C) Total paid circulation, 219,236; (D) Free distribution by mail carrier or other means, samples, complimentary and other free copies, 4,856; (E) Total distribution, 224,092; (F) Copies not distributed: 1. Office use, left over, unaccounted, spoiled after printing, 2,191; 2. Returns from news agents, 108,776; (G) Total, 335,059.

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CONTEST RESULTS

FROM OCTOBER WHIRL-A-PIX 2

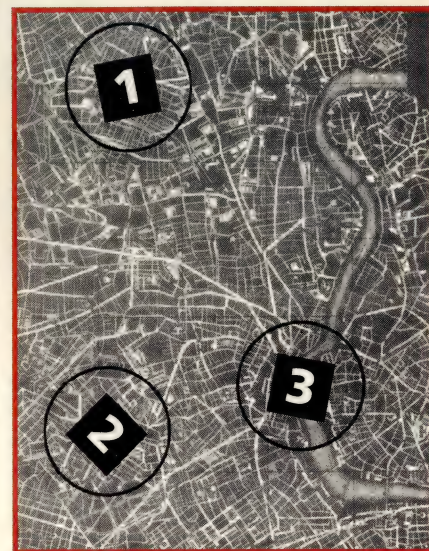
More than 1,200 readers had "whirls" of fun in "Whirl-a-Pix 2," a sequel to the popular pop-out contest of a year ago. As last time, contestants had to trace lines through the slots in the three disks onto plain paper underneath, creating the three pictures shown below. The object then was to identify the pictures and rearrange the letters in their names to get a common three-word phrase. All but 18 of the entries had the correct answer: TWIST AND SHOUT.

The grand prize winner of \$1,000 worth of puzzles from the Fall Bits & Pieces catalog, whose envelope was chosen at random from among the correct entries, is Linda Neil, of Kingston, Ontario.

Runner-up GAMES T-shirts go to: Lisa Barton, Hoffman Estates, IL; Doreen Caffrey, Ketchikan, AK; Geri and Jimmy Freeze, Boardman, OH; Chris and Julie McColl, Bethesda, MD; Charlie Owens, Franklin, PA; Tex Richters, Lincoln, NE; Duane Sakaida, Woodland Hills, CA; Vickie Santanello, Belleville, IL; Bridget Shaw, Washington, PA; and Nick Torman, Galesburg, IL.

—Peter Gordon

ships, we thwarted the extraterrestrials' evil plans. Once we knew the ships' locations, we used our skills, honed on years of Space Invaders, to blow them out of the sky. To find the locations, readers popped out the three saucers and found the spots on the map where the patterns on the disks blended in with the satellite picture of Bigtown.



The correct answer was: Saucer #1: A1, A2, A3, B1, B2, B3; Saucer #2: E1, E2, F1, F2, G1, G2; Saucer #3: E3, E4, E5, F3, F4, F5. For those of you who relied on someone else to save the planet (shame on you!), the exact locations are shown above.

The grand prize winner of \$1,000 worth of puzzles (and the gratitude of five billion earthlings) is Jamie Tatum, of Colorado Springs, Colorado. Jamie's envelope was chosen at random from among the correct entries.

Runner-up GAMES T-shirts go to: Rachel Anthony, Princeton, MN; Peg Fay, Cincinnati, OH; Alan Geisler, Hamersville, OH; Tina Jenkin, Mentor, OH; Reid Lustig, Boulder, CO; Rachel Maurer, Brooklyn, NY; Shannon Renz, Palatine, IL; Jan Skaar, Westfir, OR; Pat Stocker, Arnold, MO; and Greg Thomas, Chattanooga, TN.

—Peter Gordon



FROM AUGUST SAVE THE EARTH!

Aliens are no match for GAMES readers. Thanks to the diligent effort of 5,300 contestants, nearly all of whom successfully located the hiding places of the three alien

Note: The express mail companies were hopping on deadline day for "The Nationwide Scavenger Hunt III"; over half the entries to this contest arrived in the final 24 hours. At press time we were still digging out. A full report will appear next issue.—Ed.

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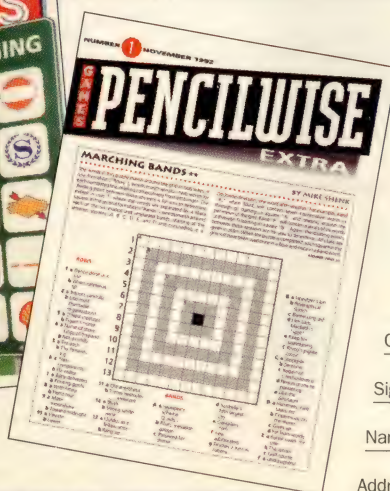
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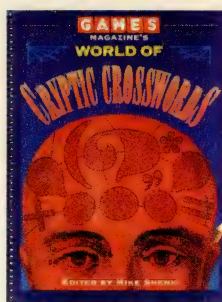
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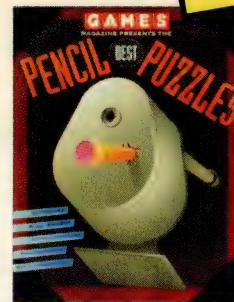
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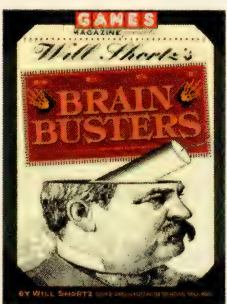
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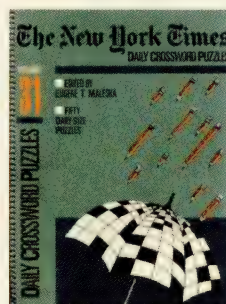
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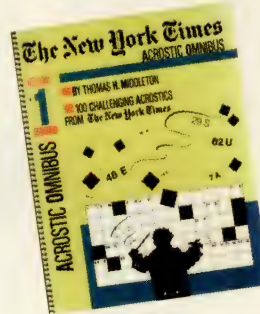
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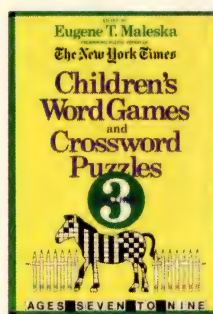


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WILD CARDS

edited by peter gordon

WORDPLAY

PRESIDENTIAL UPSET

Each word in the first column can be paired to a word in the second column so that the letters in the two words can be rearranged to form the name of a U.S. president. For example, TRUTH and RESEARCH can go together to make CHESTER ARTHUR. How many of the other nine presidents can you name? (Middle names and initials are not included.) No word is used more than once.

ARRANGED	ARGYLES
FOLDER	BOUGH
GLANCED	DRAG
HEIGHTEN	JOKE
HOGGING	LOAN
INFERNAL	PICKER
PSALM	RESEARCH
SERGE	REVOLVER
STUNS	STONEWARE
TRUTH	WIDOWERS

—Eric Berlin

WORDPLAY

PROS AND CONS

The clues below lead to two-word answers in which one word starts with PRO, the other with CON, and the rest of both words are identical. It's up to you to determine which word comes first. The clue "Headway for a lawmaking body," for example, would lead to the answer CONGRESS PROGRESS. If you get seven or more correct, consider yourself prodigious.

1. Persuades Canadian territories
2. College instructor who teaches priests how to listen to sins
3. Person paid to make an angle-measuring device
4. Christian game show participant
5. Outlawing of the draft
6. Bill of rights for streetwalking
7. Abundance of bewilderment
8. Incitement of a college assembly
9. Privilege given up by a parade
10. Behavior of a multiplication answer

—Theresa Sweeney



TRIVIA

MARQUEE MIX-UP

For the '90s, Hollywood has gone back to the basics. Many of the movies released this decade are titled simply with two words: an adjective followed by an intangible noun. At the local multiplex, they're showing 12 of these movies, but there seems to be a mix-up on the marquee: The adjectives are with the wrong nouns. Can you sort through the movies and form the correct titles?

<i>Bad Instinct</i>	<i>Narrow Entry</i>
<i>Basic Cover</i>	<i>Necessary Love</i>
<i>Deep Analysis</i>	<i>Quick Thoughts</i>
<i>Final Margin</i>	<i>Total Roughness</i>
<i>Internal Recall</i>	<i>True Influence</i>
<i>Mortal Affairs</i>	<i>Unlawful Change</i>

—Martin Willett

FOR THE RECORD

FAMILY VALUES

Who says there are no family values on TV? From the 1960s to today, 10 shows lasting two seasons or more have featured the word "Family" in their titles. Can you think of at least 6 of them?

—Andrea Carla Michaels

TEASERS

THE EXPLORERS

Explorers Madge and Ellen leave their base camp at the same time but travel in different directions. Each leg of each journey is 500 miles. Madge goes north (for 500 miles), west, south, and east. Ellen goes east; south, west and north. The two explorers meet at the end of their journeys.

They do not, however, meet at the base camp. They're about four miles away. How can this disparity be explained, and in what direction must they now travel to reach the base camp? Hint: The explorers are not near the North or South Poles.

—Bob Stanton

LOGIC

ON QUEUE

Every morning before setting out for school, the five Imp-light children—Irrving, Isaac, Iphigenia, Ivan, and Isadora—stand in line to receive their lunch money. While doing so, they rigidly obey their parents' orders:

1. "If the last in line doesn't wear a backpack, then nobody else can either."
2. "If you wear a sweater, you may not wear a backpack."
3. "If you wear a hat, you may not wear sneakers."
4. "If you wear loafers, you may not wear a jacket."
5. "If you wear sneakers or a hat, you may not be first in line."

One morning, as the lunch money line moved forward, Iphigenia stumbled against her sister's backpack and stepped back onto a loafered toe. On this occasion, all the children wore either a sweater or a jacket, and either sneakers or loafers; Isaac and at least one other wore hats; and Irrving did not wear a backpack.

What was their lineup order, and how were they attired?

—Virginia McCarthy

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WILD

NUMBER PLAY FOUR BY FOUR

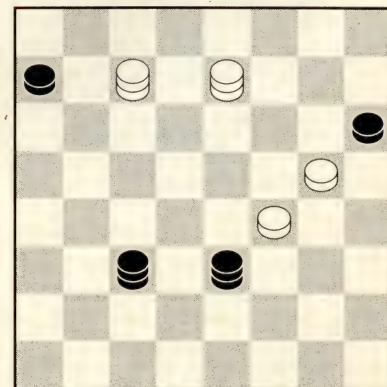
In the addition problem below, most of the digits have been replaced by letters. Can you replace each letter with a different digit to make the sum correct? Note: The 1's and 6's that appear in the sum have not been replaced by letters, so no letter can represent those numbers.

$$\begin{array}{r} \text{F O U R} \\ \text{F O U R} \\ \text{F O U R} \\ + \text{F O U R} \\ \hline \text{I S 1 6} \end{array}$$

—Rodolfo Kurchan

CHECKERS WIPEOUT

White is moving up the board in the diagramed checkers position below. It's White's turn. What moves will guarantee victory?



Standard checkers rules apply: If a jump is possible, it must be taken. If two jumps are possible, either may be taken, even if one is a multiple jump and the other isn't. Crowning a king ends a turn. Only kings may move backward. The game is won either by capturing all of the opponent's pieces or by leaving your opponent unable to move.

—John R. Gibson

CARDS.....

TEASERS

HEADLESS HOMOPHONES

How many different letters of the alphabet can be removed from the beginning of words to leave new words with the same pronunciation? For example, EERIE – E = ERIE. Capitalized words, however, aren't allowed. Using only common words, we thought of answers for seven different letters. How about you?

—Al Greengold & Richard Lederer

IN OTHER WORDS

AFRIKAANS 101

You don't need to know Afrikaans to take this test. Just match the 15 Afrikaans words (1–15) with their English translations (a–o), and see if you aren't surprised at just how much Afrikaans you know.

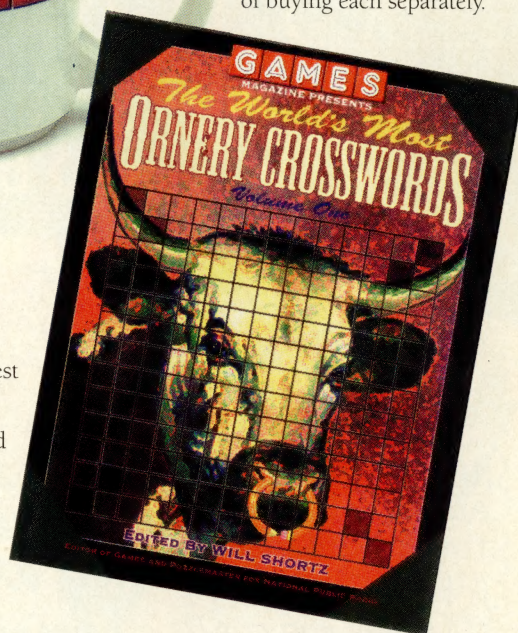
1. *blokkiesraaisel*
 2. *ensovoorts*
 3. *hond*
 4. *goudmyn*
 5. *jagluiperd*
 6. *klomp*
 7. *lemoen*
 8. *mens*
 9. *onkoste*
 10. *oogbol*
 11. *selfmoord*
 12. *skaars*
 13. *stam*
 14. *tapper*
 15. *vorm*
- a. and so forth
 - b. bartender
 - c. cheetah
 - d. crossword puzzle
 - e. crowd
 - f. dog
 - g. expenses
 - h. eyeball
 - i. gold mine
 - j. human being
 - k. orange
 - l. rare
 - m. shape
 - n. suicide
 - o. tree trunk

—Ruth Freedman

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BY PADDY WALES

When Johnny broke his leg skateboarding, his classmates sent him a big get-well card. Each person wrote a message on the card using a different kind of pen, pencil, or marker, and—with one exception—enclosed the implement with the card. By comparing colors and thicknesses of the messages and implements, can you match them up and figure out whose implement is missing?

Is your skateboard OK?

with one exception: the thicknesses of the messages and implements, and the implement is missing?

ANSWERS, PAGE 43

Is your Skateboard OK? STEVE
Love from you-know-who!!

Sorry about your accident. Alix

LUC
Hector

Johnny: Be Good For A Change. Matthew M.

Sarah
Kristie

I Hop Your Brother
Your brother crashed a dog when you were chasing a dog. Now is the dog. Claugen.

Chinissy took your best pencil.

Next time just tell the teacher a dog ate your homework then you won't get hurt. Joanna

Max Kiwi

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Katie
FRED THE GRATE!

Miss Guild

from Mike

KILL A

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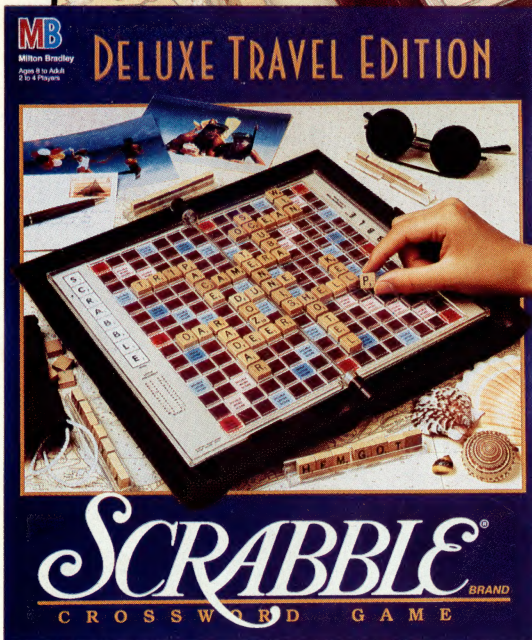
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